

TRI NGUYEN

Product Design Lead – AI & Emerging Products

AI · Multimodal Experiences · Complex Systems

15 years turning emerging technology into products people can understand, trust, and use.

San Francisco Bay Area

tridesigner.com | linkedin.com/in/triwashere/

PROFILE

Hands-on product design lead with 15 years of experience shaping consumer and enterprise products across AI, multimodal experiences, and complex systems. Turns ambiguous problems into clear product direction, scalable interaction frameworks, and shipped experiences. Combines interaction design craft with cross-functional influence and design mentorship, with experience across Google, Meta, Samsung, Apple, and Intuit.

CORE EXPERTISE

Human-AI interaction · Conversational and multimodal UX · Consumer health · Zero-to-one product design · Product strategy · Interaction design · Contextual and proactive experiences · Design systems · Cross-functional leadership

EXPERIENCE

Google | Senior Product Designer, AI Health

Feb 2026–Present | Mountain View, CA

- Design consumer AI health experiences that help people understand personal health information and engage with intelligent assistance.
- Develop conversational and multimodal interactions, structured health input, and proactive and asynchronous coaching concepts.
- Partner with product, engineering, and research to translate emerging AI capabilities into clear interactions, with attention to trust and user control.

Samsung Research America | Senior Staff Product Designer, Samsung Health

Nov 2025–Feb 2026 | Mountain View, CA

Product design for confidential Samsung Health initiatives. Work remains under NDA.

Google | Senior Product Designer

Jan 2022–May 2025 | Mountain View, CA

- Led product design across Google Photos, Drive sharing, and Google Assistant experiences on automotive, wearable, and smart display surfaces.
- Defined the Assistant Communications product vision around priority user journeys; developed design vignettes and aligned product, engineering, and design partners to guide roadmap and implementation scope.
- Led end-to-end design for Zoom on Nest smart displays, from product concepts and interaction design to visual assets and launch. Coordinated implementation across Zoom, Nest, Assistant, and engineering teams.
- Designed proactive meeting cards and multi-account interactions; established voice, touch, and rotary interaction frameworks for Assistant Auto, including latency principles and design safety specifications.

EXPERIENCE – CONTINUED

Meta Reality Labs | Senior Product Designer

Jul 2021–Jan 2022 | Burlingame, CA

- Partnered with the Head of Product to turn user research into a structured product journey, design concepts, and a new strategy process.
- Developed a product vision presented to senior leadership, securing internal traction and resources for execution.

Google | Senior Product Designer

2016–2021 | Mountain View, CA

- Led design for the Assistant for Work MVP, bringing conversational assistance to enterprise productivity through meeting disambiguation, dial-in, and smart scheduling.
- Created reusable enterprise Assistant patterns for confirmation cards, multi-account support, and proactive calendar experiences.
- Revived the Smart Agenda machine-learning initiative by defining its UX vision and roadmap; interaction patterns were adopted in Assistant Snapshot and ZeroState.
- Led Security Advisor and Checkup design, translating account risks into understandable advice and clear actions. Developed reusable advice cards and segmentation patterns to support account health and recovery.

EARLIER EXPERIENCE

Intuit, QuickBooks | Senior Product Designer (Contract) | 2015–2016

Designed American Express and Square partner integration flows for QuickBooks Online and extended the Harmony design system.

Apple | Senior UI Designer (Contract) | 2015

Designed internal logistics and finance tools for enterprise software.

Autodesk | Senior Product Designer | 2014–2015

Led A360 collaboration design for 3D models across CAD/CAM file formats.

eBay | UX/UI Designer (Contract) | 2014

Designed merchant self-service listing and promoted-listings experiences.

Ixonos Design Agency | UX/UI Designer | 2013–2014

Designed experiences for Intel 2-in-1 devices, HP Sprout, and AJ+.

GE Global Research | UX/UI Designer | 2012–2013

Designed enterprise transportation and medical imaging tools.

Academy of Art University | UX Lab Coordinator (Apprenticeship)

2012–2013 | San Francisco Bay Area

Ran the usability lab and conducted 100+ moderated studies across web, mobile, and tablet experiences, helping MFA designers define test scenarios, evaluate prototypes, and translate findings into design improvements.

EDUCATION

Academy of Art University

MFA, Design & New Media • Cum Laude

University of California, Santa Cruz

BA, Economics