Mo Chang

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EDUCATION

Master of Design
Institute of Design
Illinois Institute of Technology

Master of Business Administration
Stuart School of Business
Illinois Institute of Technology

BA Computer Science
BA Economics
Middlebury College

SKILLS

UX
Interaction design
Coding and prototyping
Concept generation
Design research
Usability testing

Leadership
Data-driven product strategy
UX process implementation
Stakeholder management
Team building
UX evangelization

Design tools
Figma
Adobe products

Programming & frameworks
React
HTML
CSS
JavaScript
SQL
Python

AWARDS

2012 IDSA finalist
2012 BraunPrize finalist

Design practitioner with 13 years of experience building technical solutions. Blending expertise in design, development and leadership to drive user and business outcomes.

EXPERIENCE

Created Desde Viewer and Editor Jan 2026 - present

Created and launched products to visually edit, share and comment on prototypes. https://desde.design

Design | AI code prototyping

Senior staff designer, AI Gateway - Kong Dec 2025 - present

Senior staff designer working on Kong's AI Gateway. Led UX re-design of the AI Gateway (GUI and data model). Built internal code prototyping tools and a starter kit that are used across the company.

Design | Product strategy | AI code prototyping

Head of Design - Player / Coach Redpanda Data May 2022 - Dec 2025

Led a small design team (1 report) supporting a 200 person organization. Evolved design to hand-off code prototypes. Led strategy, built products and raised product quality by collaborating closely with leadership. Drove a data-driven approach and owned company-wide OKRs, resulting in a 10x reduction in time to onboard.

Leadership | Product strategy | Process | AI code prototyping | Design org building | Product quality

Sr. Product Design Manager Hashicorp Feb 2021 - May 2022

Led the design team for multi-cloud Security products. Collaborated closely with leadership (Directors, VPs and co-founders) to define product strategy and lead initiatives to drive product led growth.

Product strategy & vision | Stakeholder management | Process | UX evangelization | Team building

Staff UX Manager, GCP Google, PA Jul 2018 - Feb 2021

Led design across Google Cloud's DevOps products. Defined strategy and process by collaborating with leadership. Built a high-functioning UX team that designed products, raised product excellence, and increased adoption and retention.

Product strategy | Stakeholder management | Process | UX evangelization | Team building

Senior UX Designer, GCP Google, WA Jul 2014 - Jun 2018

Lead designer for critical Google Cloud Platform products, including their API platform, code repos, Cloud Shell and Marketplace,. Collaborated with Engineering Directors, Product Managers, and Tech Leads to drive strategy, raise product excellence, and build high-impact features and products.

Interaction design | Wireframing | Documentation | Prototyping | Usability testing | Design research

Interaction Designer frog design, WA Oct 2011 - Mar 2013

Designed web-apps for desktop and mobile. Involved in all stages from initial concepts and wireframes to prototyping,and collaborating with software engineers.

Interaction design | Wireframing | Documentation | Prototyping | Usability testing | Design research

Professional Services Engineer & Manager Atomz, CA Nov 2004 - Apr 2007

Developed hosted search and content-management solutions.

Software development | Project management | Account management | Training