

# DAVID ZHANGPAN

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## PROFESSIONAL SUMMARY

I design AI-native products that blend UX systems, LLM architecture, and spatial XR; turning complex AI capabilities into experiences people actually understand. Background in 3D animation and visual storytelling; Certified Claude Architect.

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## WORK EXPERIENCE

### Designer & UX/UI Manager @ideafoster

Sep 2025 – Present

- Architected scalable UI systems and component libraries grounded in visual design, typography, color theory and visual hierarchy, reducing handoff time by 50% while ensuring brand consistency.
- Increased lead conversion by 35% through A/B testing and behavioral analytics across 10 features, optimizing UX decisions from a zero-lead baseline.
- Designed and developed 5 end-to-end digital products through cross-functional collaboration, managing design systems, UX flows, front-end, and back-end integration, growing active users by 10% in one month and ensuring responsive design and WCAG compliance.
- Led AI architecture and custom automation workflows across agency and client products, delivering an internal AI workshop that upskilled 10 team members and increased productivity by 40%.

### Animation Teacher Assistant @La Salle URL

Sep 2024 - May 2025

- Delivered technical animation demos and software troubleshooting for 120 students, improving average student grades by 33% through targeted documentation and video tutorials.
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## CERTIFICATES

### Claude Certified Architect - Early Adopter @Anthropic

March 2026

### Google UX Design Professional Certificate @Google

Sep 2025

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## EDUCATION

### Master Online in AI & Innovation @Founderz

Oct 2025 - Feb 2026

- Covered AI strategy, LLM fundamentals, prompt engineering, automation workflows, and AI product development applied to real business contexts.

### Degree in Animation & VFX @La Salle URL

Sep 2021 - Aug 2025

- Relevant coursework in Animation & VFX and Project Management.
  - Tales of the East, Thesis Project, Look Development Lead & Animator/Layout artist
    - Led Look Development, transitioned pipeline from Maya to Houdini across 7 characters and 5 environments, and delivered 100% of milestones on schedule.
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## ADDITIONAL INFORMATION

**Technical Skills:** UX/UI, AI product design, Interaction Design, Design Systems, Motion Graphics, 3D, AI Architecture, Workflow Automation, Prompt Engineering, Context Management, PM and Agile/Scrum.

**Tools:** Claude, Figma, Framer, Wix Studio, Microsoft Clarity, Canva, Adobe Suite, After Effects, Davinci Resolve, Houdini, Maya and Blender.

**Languages:** English, Spanish, Chinese and Catalan.