Megan Phi

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Product + Visual Designer

Based in New York City
Open to contract and part-time work

EDUCATION

University of Southern California

2021 - 2025 • GPA 3.93/4.0

Industrial + Systems Engineering, Minor in Web Development

SKILLS

Figma, Adobe CC (Ps, Ai, Ae, In), Fusion360, SQL, HTML/CSS/JS, PHP, React, Python, Java, Webflow, Framer

AWARDS

Greatest Potential to Transform @ Creative Make-a-thon by Google Labs

3rd Place @ Rice University Design-a-thon

1st Place @ UC Irvine You Belong Here Design-a-thon

Fellow @ Amazon + USC Viterbi School Summer Undergraduate Research Experience

PSST …

I knit & crochet, throw mud on the wheel, and indulge in caffeinated drinks. Drop me a line if this resonates :)

EXPERIENCE

Ditto • Founding Product Designer   2025

Seed-stage consumer social startup, backed by Neo. Owning net-new feature releases and leading design QA to drive continuous product improvement.

Improving visual polish by taking lightweight front-end tickets. Identifying A/B test opportunities, conducting user calls, and designing validation and usability studies to derisk product decisions before implementation.

Overhauled design system, aligning variables in production with Figma tokens.

Altruist • Product Design Intern   2025

Series F wealth management valued at $1.9B. Owned end-to-end referrals engine design across advisor and consumer segments. Designed and handed off feature MVPs to product and engineering. Supporting brand design in client-facing surfaces through icon work and product marketing explorations.

USC Global Supply Chain Institute   2022 - 2025

Amassed 6,000+ registrants for the 10-13th Global Supply Chain Excellence Summit via print and digital media marketing.

Cisco • UX Design Intern   2023, 2024

Contributed to icon library and design system. Defined design pattern for saved filter functionality — pitched high fidelity concept to VP of Customer Experience.

Kenko • UI/UX Design Intern   2022

Pre-seed B2B health tech startup. Created early low fidelity mobile screens, Improving information architecture for physical therapy product.

USC Games • UI Artist   2022 - 2023

Shipped UI art for Unity implementation in 3D action-stealth puzzle game, Birds Aren't Real (Now available on Steam). Iterated artwork on faculty guidance and play test feedback to improve readability and clarity in game mechanics.

INVOLVEMENT

LavaLab   2024 - 2025

Founding Designer & Mentor @ USC's top startup incubator

Code the Change   2022 - 2025

Product Designer & Mentor, technology for nonprofits

Innovative Design at USC   2021 - 2025

VP of Creative Services, Marketing @ USC's student-run creative agency