Megan Phi

TL;DR

Product designer based in New York City open to part-time contracts, especially in consumer!

www.meganphi.com
/in/megan-phi
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EDUCATION

University of Southern California
Industrial + Systems Eng.
Minor in Web Development

SKILLS

Figma, Adobe CC (Ps, Ai, Ae, In), AI-driven development, Fusion360, SQL, HTML/CSS/JS, PHP, React (Native), Python, Java

AWARDS

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

Fellow @ Amazon + USC Viterbi School Summer Undergraduate Research Experience

PSST...

I throw mud on the wheel, experiment with baked goods, and indulge in caffeinated drinks. Drop me a line if any of this resonates :)

EXPERIENCE

Albert • Senior Product Designer — Present

Splitting my time across product design and engineering to ship end-to-end features across budgeting, agentic banking, AI assistants, and more to help 10 million+ customers bank, save, and invest.

On the side, I create Claude skills, own QA processes, cook up Lottie animations, and experiment with agents and MCPs to support the collaboration between design, engineering, and marketing.

Ditto • Founding Product Designer — 2025 - 2026

Seed-stage consumer social startup, backed by Neo. Built features and interactions in Swift (with Claude!) and owned everything design through QA. Led the early design direction for Beam, our second social platform, driving 5,000 signups by 1 week post-launch.

Identified A/B test opportunities, conducted user calls, and designed validation and usability studies to derisk product decisions before implementation.

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. Supported brand design through icon work and product marketing asset design.

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.

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