

AI Solutions & Adoption

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Interaction design background: game production × product design × AI applications.

Now leading enterprise AI adoption at DLG China: tool selection and cost modelling, company-wide access, process automation and training.

8 years of study and work in Canada; fluent English, comfortable in cross-cultural teams.

Pragmatic, grounded in real workflow pain points; focused on where tech and tools actually land.

Experience

AI Solutions & Adoption

Jun 2026 – now

Digital Luxury Group China · Shanghai, HQ in Geneva

Company-wide AI adoption | from tool selection to training

Sole owner: planning, tool evaluation, rollout, course design and delivery

- **Context:** Leadership set a goal of company-wide AI adoption. An earlier attempt to drive it through a single SaaS tool had stalled for nearly a year, and staff still used AI mainly as a chat window, with little effect on day-to-day productivity.
- **Discovery:** interviewed each team on current AI use and workflow pain points, and traced the stalled rollout to a gap in understanding: people did not know what work an agent could take on.
- **Rollout strategy:** replaced the top-down push of a single tool with a small pilot that produced repeatable examples, followed by a phased rollout to all staff.
- **Tool evaluation:** benchmarked Tencent WorkBuddy against MaaS platforms including Volcano Engine and Alibaba Cloud, with data security as the primary criterion, and selected Claude Code + DeepSeek; wrote the evaluation report, secured leadership approval, and issued every employee an individual API key.
- **Curriculum and teaching:** designed a course around real business workflows and taught every session; iterated over several rounds of pilot feedback, breaking core concepts into progressive modules and opening with polished real-world demos to hold attention.
- **Result:** The company-wide course reaches **31 people across 12 cohorts**; agents are now part of daily workflows, and several colleagues have built their own skills, such as a copywriter's tool that collects competitors' past copy and adapts its tone for her next draft.

Client report automation | revived a stalled project, built in two weeks

Sole owner: taking over and driving the project, data audit, solution design, development, cross-team coordination, training and rollout

- **Context:** Account teams deliver a monthly social media report for every client, each taking about 35 hours from data pull to revisions. The project had failed to ship for nearly a year before I took it over.
- **Data audit:** over one to two months, used AI to map the data assets account teams rely on and identify what needed regular refreshes, then worked with the data team to update them and consolidate access through a single Brand Knowledge MCP.
- **Development:** built the tool solo with Claude Code, from kickoff to working version in two weeks; an engine-plus-client-config architecture handles each custom layout, with automated QC on every output.
- **Launch and rollout:** delivered in parallel with the company-wide AI programme and launched at the end of September; trained the full account team, coached them through adoption, and handed day-to-day use over to the business.
- **Result:** A single instruction produces a pptx + pdf report, cutting each one from about 35 hours to **10–20 minutes**; the tool covers **more than ten clients** in China and every current client's monthly and quarterly reports; the three databases now sit behind one company-wide entry point.

Associate Producer → AI Engineering Lead → AI Tech Architecture Consultant (from Mar 2026, remote)

Mar 2025 – May 2026

Rejet Co., Ltd. · Shanghai studio of a Japanese otome game company

AI in game production | script review · CG composition · music references

Sole owner: self-teaching and tool selection, requirements and PRDs, development, resourcing and rollout

- **Context:** Otome games run on very large volumes of script, CG and music: proofreading and risk review of a million-character script took three to five writers and me two to three weeks per pass, chapter by chapter, and every CG needed an approved composition draft before it could be assigned.
- **Self-taught from zero:** learned agents alongside my project-management work, moving from chat-based AI to agent workflows, and handled requirements, PRDs and development myself.
- **Scripts:** built a fully automated proofreading pipeline in which Antigravity splits each script and feeds it into my own tool, which flags risks reviewers tend to miss and lists them by scene number, leaving every edit to the writers.
- **CG and music:** batch-generated composition references from character sheets, final designs and costume art for artists to redraw, so final art stays hand-drawn; for music, evaluated open-source models and switched to programmatic MIDI references.
- **Securing resources:** wrote the resource requests, with per-image cost estimates and usage controls, and obtained model accounts and access to project files.
- **Result:** Script review went from two to three weeks to **one or two nights**; CG pre-production moved from reference hunting and hand sketches to batch-generated composition references; the music references set the tonal direction for pre-production. On the strength of this work I moved from project management to AI engineering lead.

Product Designer (UI/UX)

Nov 2023 – Apr 2024

HCM Capital · Shanghai

- End-to-end design: requirements → high-fidelity Figma UI → design system
- Design specs and PRD sections with PMs and engineers

Project Coordinator & Design Lead

Feb 2022 – Mar 2023

SKY LILAH / VVAF · Vancouver, Canada

- Brand refresh and website rebuild, from strategy to visual execution
- Coordinated Art Vancouver 2022: curation support and on-site execution

Core skills

AI adoption Discovery · tool selection and data-security review · rollout strategy · course design and teaching

AI engineering Claude Code · agents, skills and MCP · tools built on model APIs · automated workflows · SQL / BigQuery

Delivery Reviving stalled projects · cross-team coordination · resourcing and cost estimates · PRDs

Design Interaction design · UI/UX · Figma · design systems

Education

Simon Fraser University · B.A., Interactive Arts & Technology (SIAT) · 2015 – 2020

Vancouver Film School · Sound Design for Visual Media · 2020 – 2021

Languages

Mandarin (native) · English (fluent, 8 yrs in Canada)