

Altankhuu Jorgutyn

Product Designer / AI UX Designer

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Product designer and AI UX designer with 9+ years of design experience since graduating in 2017. Background spans product prototyping, interaction design, HCI research, architecture, interior and spatial experience, parametric workflows, and AI-assisted design.

Experienced in translating complex spatial workflows into clear user journeys, interaction systems, prototypes, design documentation, and product decisions for teams working across China, Southeast Asia, Singapore, and the Middle East.

HIGH-FIT SIGNAL

Understands how architects and interior designers think, model, review, present, iterate, and communicate design intent - especially relevant for AI-native architecture and interior design products.

AI UX Product Design Figma
User Research Workflow Design

CORE STRENGTHS

Product design | AI UX and workflow design | Spatial interaction design | Product prototyping | User research and testing | Interaction flows | Design systems | Architecture and interior design workflows | Parametric and 3D design | Figma prototyping | AI assisted design process

SELECTED PRODUCT AND UX WORK

FindMe - Location-Based Social Platform

Design Lead / Co-founder | Jun. 2025 - Present

- Led UX architecture, interaction flows, and UI system design for user-facing and merchant-facing experiences.
- Created the "Location + Scenario Linking" framework, connecting physical places, user intent, content, and merchant interactions.
- Improved conversion by 28% through interviews, usability iterations, onboarding refinements, and core interaction changes.
- Defined product positioning and roadmap direction for a place-based social product connecting people, communities, and merchants.

Smart Community Mini Program

Product / UX Prototype | Oct. 2025 - Present

- Defined core property and community service flows based on competitor research, trust models, service categories, and pricing assumptions.
- Built a baseline mini-program prototype with AI-assisted tools to validate product structure and rapid iteration direction.

NOVA - Autonomous Journey Intelligence

HMI / HCI Concept and Prototype | 2026

- Reframed an in-car UI exercise into a five-journey autonomous mobility product system with clear route, fallback, recovery, and arrival states.
- Designed a working MapLibre/OSRM HMI prototype with real vector map context, stored route behavior, simulated participants, and responsive layouts.

KALOOP FIT Mobile App Development

Product / Interaction Lead | Nov. 2022 - Feb. 2023

- Developed a fitness mobile application for health management that enables users to track diet and exercise data.
- Led interface and interaction design, restructured UI and interaction strategies to improve user retention and emotional engagement. Optimized user experience and built a new health management system.

PROFESSIONAL EXPERIENCE

OCT. 2022 - PRESENT

INF. STUDIO x ArchIntera

Founder / Design Lead | Shanghai and Singapore

- Manage a five-person design team across residential, hospitality, restaurant, school, and interior design projects.
- Own client communication, concept development, budget discussion, construction coordination, and delivery quality.
- Develop independent research and project work around spatial interaction, AI-assisted design workflows, HCI, and sensing systems.
- Author ArchIntera AI/product analysis content, growing a WeChat account to 850+ followers through AI tool and workflow insights.

JUL. 2019 - FEB. 2025

DP Architects Pte Ltd

Senior Architect | Singapore / Shanghai

- Worked on large-scale mixed-use, commercial, residential, headquarters, urban design, and hospitality-related projects across China, Southeast Asia, Singapore, and the Middle East.
- Applied parametric, computational, and AI-assisted workflows to spatial studies, facade systems, design options, and visualization, improving team efficiency by 35%.
- Contributed to architectural design, design development, multidisciplinary coordination, and project advancement for technology companies and major developers.

APR. 2019 - JUN. 2019

HYHZ Architectural Landscape Design Co., Ltd.

Architect | Shanghai

- Supported a Spanish-led public architecture team for the Leshan Powerleader Science and Technology City bid.
- Led parametric public-building studies and architectural roaming animation work that supported the team's winning presentation.

OCT. 2017 - MAR. 2019

TONTSEN Architecture Design Co., Ltd.

Architect | Shanghai

- Designed residential and public-building projects, using Python and Grasshopper to optimize spatial structures and facade studies.
- Led 4K architectural roaming animation and VR presentation workflows for tender presentations, including HTC VIVE-based spatial interaction.

2016 - 2017

Earlier Experience

Korn Architects, Ho Chi Minh City | MIX Architectural Planning Design Co., Ltd., Shanghai

- Supported urban design, parametric studies, spatial research, environmental design, and boutique hotel renovation work during internships and assistant roles.

TOOLS AND METHODS

Product and HCI: user research, wireframing, prototyping, usability testing, affinity mapping, interaction flows, product strategy, spatial journey mapping, design systems

Design tools: Figma, Miro, AutoCAD, Rhinoceros, Grasshopper, Blender, SketchUp, Unreal Engine, Twinmotion,

Enscape, D5 Render, Lumion

Visual and AI: Photoshop, Illustrator, InDesign, Premiere Pro, Stable Diffusion, Midjourney, ChatGPT, DeepSeek

Technical literacy: Python, HTML/CSS, SQL basics, parametric design, AI-assisted ideation and visualization

EDUCATION

Jilin Jianzhu University - Bachelor of Arts, Environmental Design | 2015 - 2017

Jilin Technology College of Electronic Information - Mechatronics / Electromechanical Integration | 2012 - 2015

LANGUAGES

Mandarin Chinese - Native | Mongolian - Native | Kazakh - Fluent | English - Fluent