



Janelle Tan En Xin

Product Designer

[Portfolio](#) [LinkedIn](#) [Janelle Tan](#) [✉ my.janelle.tan@gmail.com](mailto:my.janelle.tan@gmail.com) [GitHub](#) [@nokzon](#)

About Me

I'm a product designer with a software engineering background and curiosity for how things work. My love for art led me from designing posters to creating clean, user-friendly interfaces. I've gained hands-on experience through personal and team projects and enjoy making digital experiences both functional and visually appealing.

Education

Bachelor of Computer Science (Software Engineering)

Multimedia University Cyberjaya

Aug 2023 – Aug 2026

Kuala Lumpur, MY

Experience

Product Design Intern @ Grab

July 2025 – Oct 2025

Kuala Lumpur, Malaysia

- Collaborated with designers and engineers to design AI-powered experiences for Grab's internal platforms by translating LLM capabilities into usable interfaces aligned with Grab's design system
- Used Figma and vibe coding to contribute prototypes, interaction explorations, and user flows for internal tools while collaborating in sprint planning and iterative product development
- Presented my learnings to the Grab design team on how I integrated AI into my design workflow

Projects

Unofficial FCI Forums - Platform for MMU Students

- Designed the UI/UX in Figma for a student-built forum platform that enabled MMU FCI students to discuss coursework, lecturers, and internship opportunities
- Grew the platform to **180+ signups** with active student engagement

Bookit - Book Identification Application

- Developing Bookit, an application that simplifies book identification through OCR scanning of book identification codes
- Designed the full UI/UX flow in Figma, ensuring a clear and consistent user experience throughout the system.
- Building the application using Next.js (React), Tailwind CSS, TypeScript, and Supabase

Skills

Design

Claude Code, Cursor, Figma, Prototyping

Coding

HTML/CSS, Javascript, Python, React, Git & Github, Supabase, Vercel

Leadership Experience

Co-President @ Hackerspace

July 2025 – Current

- Organized and hosted weekly meetings on sharing personal projects, creating an inclusive space for members to present projects and gain inspiration

Assistant Director @ CodeNecton 2024

Aug 2024 – Dec 2024

- Co-led a team of 50+ members to organize a competitive programming event for 600+ participants, enhancing event experience and reach
- Collaborate with the director to plan and execute event logistics

Campus Involvement

Mentor for Django Girls @ Pycon 2025

- Helped participants with answering questions and helping troubleshoot any related issues

Hackathon Judge @ MMU Stem Fun Carnival 2025

- Evaluated teams' solutions and presentations, provided constructive feedback, and contributed to final winner selection

Achievements

1st Runner Up - UMHackathon 2026

- Built Stocky AI, a Telegram bot that helps wet market wholesalers manage inventory, sales, and spoilage through voice notes, photos, and text. Built around existing user habits to feel natural and easy to use
- Placed **2nd out of 136 teams**

Top 30% – GMTK Game Jam 2023

- Created a chef-themed rhythm game with reversed controls in 48 hours using GDevelop
- Ranked **2,329th out of 6,738 entries** (top 30% globally) in the jam