

MORGAN CHIN

PRODUCT DESIGNER

Building infrastructure at Meta that enables 70+ teams to ship at scale across Wearables and AI.

Brooklyn, NY · morganchin.com · linkedin.com/in/mchin922

EDUCATION

M.S. Human Computer Interaction

Georgia Institute of Technology

Donald V. Jackson Fellowship

Grace Hopper Scholar

B.S. Early Childhood Education

Georgia Southern University

ADVISORY

Advisory Board Member

Georgia Institute of Technology · M.S. HCI

EXPERTISE

End-to-end product design

Design systems strategy & architecture

Multi-platform design (iOS, Android, Web, VR)

Cross-org leadership & governance

Design quality frameworks

Accessibility

AI-assisted workflows

PREVIOUS

Elementary School Teacher

3.5 years · Career change to design

Teaching background shapes how I scale knowledge through systems and documentation, enabling others without being in the room.

EXPERIENCE

Product Designer - Meta AI

2023 - Present

Meta · Wearables

- Led the Devices Home 2.0 redesign from concept to launch in under 12 weeks. Shipped across iOS + Android to **21.7M daily impressions**, driving **+2.61 points(pp)** capture-to-gallery and **+19.7pp** timer retention.
- Stepped in as sole design lead for both Onboarding and Devices Home during Meta glasses hardware launch post layoffs. Onboarding shipped with **96% pairing completion rate**, **87.9% onboarding completion**, and zero external bug reports — the highest launch KPIs since the Wearables portfolio expanded.
- Design lead for the Wearables Alakazam Design System; directed a contractor to rebuild 40 components in 2 weeks. System now sees **36k+ inserts/week** across **70+ teams**, **~21% external adoption** (XR Tech, Business AI, WhatsApp, Meta.com).
- Led the AI-assisted workflow pilot, onboarding **8 product designers** to submit code using AI tools. Presented my workflow at the org wide Wearables Design Summit.
- Created the Quality Razors framework (5 evaluation dimensions), raising component quality score from **45% to 95.69%** through a full design system overhaul mid-cycle.
- Pushed back against director-level proposals that compromised accessibility standards, partnered with Meta's central Accessibility team to secure endorsement, and shipped improved designs.

Product Designer - Facebook Integrity

2022 - 2023

Meta · Cross Meta Integrity

- Led end-to-end design of strike-based feature limits on Facebook (iOS, Android, Web) as part of a cross-company compliance program de-risking fines of up to **6% of global revenue**.
- Exceeded regulatory targets: Enforcement Notice & Appeals Availability rose from **18% → 94.58%** (vs 88% target), reaching **56.9M people daily** across FB & IG.
- Established a program-wide dogfooding initiative (**6 sessions, 120+ issues** identified), created the Enforcement & Appeals Playbook and shared component library. Enforcement design system scaled beyond initial scope to Messenger, Ads, and new enforcement types.

Product Designer - Horizon Worlds

2021 - 2022

Meta · Virtual Reality

- Led design for the Travel Reliability war room addressing travel failures affecting **~20%** of daily users; directed 2 designers and a content designer through leadership review, delivering **+7.7% daily user retention** and **+10.3% time spent**.
- Co-led Horizon design in the Bridges to the Metaverse sprint alongside 3 design directors and 12 senior designers. Shipped the first video capture, live streaming, and Instagram Reels sharing flows from VR. Led to the creation of a new team and drove **+1.8% DAU** and **+4.1% time spent**.