

# Myanh Truong

(Her/She)

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📍 Kirkland, WA

Principal Product Designer. I've spent my career on high-complexity products, two-sided platforms, multi-surface systems, high-stakes borrower flows, and I've owned them end-to-end. I don't just execute; I shape what gets built and why. I think in systems, design for scale, and work best when the problem is genuinely hard. I use AI tooling to compress the distance between problem and prototype, getting complex ideas in front of teams faster without sacrificing design quality.

Previously at Toast, Blend, Meta, and Expedia.

Bachelors of Art - Graphic Design

**Figma · ChatGPT · Rive · Magic Patterns · Claude Code**

## Toast Inc

Feb 2022 - Present

Principal Product Designer - B2B & B2C: Toast Tables

- Took Toast Tables from 0→1 as the founding/sole designer through 1000x growth in restaurant locations, owning the reservation system, operator tooling, and guest experience
- Drive product strategy and roadmap alongside PM and Engineering - scoping problems, defining tradeoffs, and setting direction
- Own multiple design systems end-to-end, architecting component patterns that span 3 surfaces and introduced AI-assisted tooling to cut design exploration time significantly

## Blend Labs

August 2021 - Feb 2022

Product Designer - B2C: Borrower Experience

- Owned end-to-end redesign of core mortgage borrower flows, a high-stakes, regulation-constrained product where a confusing step can cost an applicant thousands and a bad UX decision can create legal exposure
- Operated autonomously from day one, took ownership of flows, drove decisions with PM and Engineering, and shipped without needing heavy ramp time
- Simplified multi-step borrower experiences across mobile and web without sacrificing regulatory accuracy
- Contributed to the consumer design system - extending patterns to support the borrower experience without fragmenting existing foundations

## Facebook (Meta)

March 2020 - July 2021

Product Designer - B2B & B2C: Ads & Community Incentives

- Designed across Ads and Community Incentives at Meta scale - products touching billions of users where a single design decision had outsized downstream consequences
- Moved from Ads (B2B) to Community Incentives (B2C), developed fluency across both business and consumer design contexts within a large, specialized design org
- Owned flows end-to-end within defined product lanes, navigating cross-functional alignment across large eng, PM, and research orgs
- Contributed to design systems built for scale, patterns that needed to hold across surfaces, teams, and product lines simultaneously

## Expedia Group

January 2019 - March 2020

Senior Product Designer - B2C: Hotwire Design Systems & Hotels

- Designed across Hotwire's hotel booking and supplier tools - one of the few roles where I was navigating consumer and operator needs simultaneously before it became my specialty
- Overhauled Hotwire's design language and modernized the foundational design system - rationalizing inconsistent patterns across mobile, web, and desktop into a coherent, scalable foundation

## Facebook (Meta)

Dec 2013 - Jan 2019

Business Product Specialist - B2B: Ads Targeting

- Prior to transitioning to design, spent 5 years at Facebook as a Business Product Specialist on Ads Targeting - working directly with Product and Engineering to diagnose complex product issues and improve advertiser workflows. This is where I developed deep product instincts before moving into design full-time.