Mary Li

Senior Product Designer // Master's HCI + Design // BFA Game Design
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Product designer with 6+ years of experience designing AI-powered enterprise software, from customer discovery and workflow definition through implementation-ready design. Experienced in making complex operational systems clear, trustworthy, and scalable.

EXPERIENCE

Didero AI *Senior Product Designer*

April 2026 - Present

Enterprise agentic AI for procurement and supply-chain operations.

- Led customer-informed product discovery and design for agentic accounts-payable workflows, translating complex operations into clear automation, review, and exception-management experiences.
- Created reusable workflow patterns and implementation-ready prototypes for a phased AP rollout, including matching, exception resolution, and human oversight.
- Partnered with engineering and deployment stakeholders to define product models, rules, and configuration patterns that separate customer-specific needs from reusable capabilities.
- Built internal tools and contributed to a design-system guide supporting deployment, sales, and rapid product iteration.

Google Cloud *UX Designer*

2021 - April 2026

Enterprise cloud products spanning AI, recommendations, sustainability, and healthcare.

- Led UX for Gemini purchase and enablement experiences, helping Google Cloud customers discover, access, and manage AI capabilities through self-service workflows.
- Redesigned high-volume recommendation-management workflows, helping enterprise administrators make sense of large and complex recommendation inventories.
- Developed an internal recommendation-generation tool that helped partner teams move new recommendations from concept to launch more quickly.
- Designed complex enterprise experiences for EU-facing carbon reporting, VM emissions estimation, and FHIR data-sharing authorization, balancing usability with policy and technical constraints.