Yan (Sharon) Zhang

AI Product Manager · Builder · Singapore Citizen · Mandarin (native), English (professional)
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AI product manager who builds. I take AI products from idea to launch, and since April 2026 I have done it end to end as a one-person team: a real-time voice AI app live on both app stores, an AI tutor device, and an on-device vision fitness game. Before that, product manager on AI agent infrastructure at TRON, and the product lead on a consumer launch that made $1M in its first 11 days.

EXPERIENCE

Founder — CodeDance Apr 2026 – Present

One-person AI product studio. I make the product calls; AI coding agents (Claude Code) write the code.

- **Cook Along** — a voice AI sous-chef for when your hands are busy. Live on the App Store and Google Play (v1.2.0), subscription with a 7-day trial.
  Features: real-time voice conversation with the AI chef "Coco"; voice-triggered vision: ask Coco to take a look and it checks the pan through the camera; import a recipe from an Instagram video or a website (it listens to the audio, reads on-screen text and cuts step photos); 2,000+ recipe multilingual catalog.
  Product calls: voice-first over video; "never claim to see what you can't" enforced in code, not just the prompt.
- **Camio** — a personal hardware AI agent with vision and real-time voice that keeps you company and teaches. First market: learning and education, starting with homework.
  Features: "Hey Gigi, look at this one" → it photographs the page and tutors by asking, not by giving the answer, then checks understanding with a similar question; remembers where each child gets stuck; explains in English, practises in Chinese; recognises its owner by voice; parents get a learning summary, not transcripts; photo only on request, photos not kept.
  Evidence: built solo from a bare ESP32 board to a working voice and vision prototype in about two weeks; tested on a Secondary 1 science textbook; a 36-scenario tutoring eval (does it give the answer away too early?). One portable device, three ways: held, worn, or in a charging dock facing the desk.
- **PlayFit** — body tracking that needs no extra hardware: a phone or webcam is enough. Public at playfitgame.app.
  Features: real-time skeleton (pose) recognition on the device, only skeleton points leave the phone; any workout can be customised into game levels: run to move forward, jump or squat past obstacles, punch monsters, hold a pose to open a gate; spoken form correction; six worlds; plays on a TV, down to a low-end TV box with automatic quality tiers; leaderboard.
  Speed: 608 commits in the first 7 days; a new world from zero to playable in 25 minutes for about $7.
- **StackPro** — the hardest thing I've built: an AI website builder, "the production layer for design." Designed its own algorithmic design engine that generates hundreds to thousands of design variants without spending LLM tokens. Four months of work; paused once general AI models began building good websites on their own.
  What I took from it: the demand was real, but the models took the job. Now I stay out of lanes the next model upgrade can take over.
- **Eureka** — a thinking canvas for hard decisions. Features: a conversation grows into a navigable outline instead of scrolling away; two models answer independently, cross-review and rebut, then synthesize consensus, disagreement, risks, evidence gaps and next steps; citations are frozen snapshots and broken ones are dropped.
- **How I work:** several AI agent sessions in parallel with a role split (coordinator / ops / feature), hand-off docs and guard scripts. I know first-hand where agents go off the rails and how to fence them in.

AI Product Manager — TRON DAO (Bank of AI) Oct 2025 – Apr 2026

- Product manager on Bank of AI (bankofai.io) from the start: financial infrastructure for AI agents (payments, identity, wallets) on TRON, BNB Chain and Base, built by two product teams.
- Responsible for integrating TRON ecosystem services into the platform, so an AI agent can swap, lend, stake or launch a token through one entry point.

DeFi Product Manager — TRON DAO (SUN.io) Oct 2023 – Oct 2025

- Product manager for SunPump from zero to launch (Aug 2024), a self-serve token launch platform: $1M+ revenue and 18,000+ tokens created in its first 11 days.

- Owned the core trading product of SUN.io, TRON's leading decentralized exchange: requirements, PRDs, design reviews, testing and delivery.

Earlier

- Product Manager — BendDAO · Jan 2023 – May 2023 · product design, governance mechanism and whitepaper.
- Product Designer — Deblox · Nov 2021 – Dec 2022 · UX/UI for web and game, visual design.
- Career break · 2014 – 2021 · raised my children full time and relocated to Singapore; retrained in UX/UI design and project management at NTU (2020–2021).
- Fashion industry · 2004 – 2014 · worked in fashion, then founded YanY Fashion Design Studio as founder & design director.

SKILLS

- **AI product:** real-time voice (STT / TTS / interruption), LLM prompting and evals, memory, agent tool use (MCP), on-device vision (pose detection), AI hardware prototyping.
- **Product:** 0→1 scoping, PRDs, user research, pricing and paywalls, app store launch, analytics funnels.
- **Design:** UX/UI, Figma, visual design.
- **Building with AI:** Claude Code, multi-agent workflows, TypeScript / React, Python.

EDUCATION

- **MBA** — Dominican University of California · 2024 – 2025
- **Professional Certificate, UX/UI Design and Project Management** — Nanyang Technological University · 2020 – 2021
- **Diploma, Fashion Design** — Hong Kong Garments and Fashion College · 2001 – 2003