

# Collin Olan

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I'm a Product Designer with 10+ years designing digital products across early-stage startups and scaled platforms. Experienced in end-to-end design, systems thinking, and team-building.

## Experience

### **rift**

Founding Designer  
2023–Present

As the first designer at rift, I'm collaborating with founders and early users to take an AI based product from 0 to 1 while spearheading the design vision and strategy.

### **Medium**

Product Design Lead  
2021–2022

Led the design of features across both reader and writer surfaces. I contributed to team management with a formal onboarding process for new design hires, and was a key member of the design system working group.

### **Projector**

Product Design Lead  
2019–2021

Projector was a collaborative design tool. I led design across the platform from private beta to public release, including live presentation tools and collaborative workflows.

### **Pinterest**

Product Design Lead  
2015–2019

While at Pinterest, I led the redesign of our ads manager and analytics products pre IPO. I also led the evolution of our design system while extending its utility and use throughout the company.

### **Chartbeat**

Product Designer  
2014–2015

I led the design of real-time analytics products that help publishers make informed, real-time decisions. Advocated—and got buy in—for the formation of a formal design team.

### **Google**

UI Designer  
2013–2014

As a part of the founding of Material Design, I pushed the initial conceptual framing for the language into designs for web and ChromeOS.

### **Kern + Lead**

Web Designer  
2009–2013

Led the design and development of responsive web sites and mobile applications, expanding our company from offering print and branding services to digital strategy, web and mobile design and development.

## Education

### **The School of Art Institute of Chicago**

Sound, Art & Technology, Drawing, Painting and Art History  
1995–2001