

Julius Tarng

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Facebook

Product Designer / Product Lead, 2014–2017

- Started and lead the Design Tools team. Developed tooling and infrastructure to support the workflows of over 600 product designers and thousands of their peers at Facebook, Instagram, Oculus, and WhatsApp. From design systems deployment and management, to design – engineer – content collaboration tool, to the publicly available Origami Studio and Facebook Design Resources.
- Worked on Virtual Reality apps for the Gear VR
- Designed the now-dead mobile forums app Rooms in the Facebook Creative Lab

Branch

Product Designer, 2012–2014

- Explored products to help build communities and online discourse systems in Branch and Potluck

Smart Design

Industrial and Interaction Designer, 2011–2012

- Designed products for OXO, HP, Gillette, Shark, Samsung, and more.

Carnegie Mellon University

Industrial Design + Human Computer Interaction, 2011