Jason Yore

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About

I create scalable UX systems across software and hardware—defining patterns used portfolio-wide, and using prototyping + research to turn ideas into shipped products.

Named on 15 patents.

Education

Carnegie Mellon University
Aug 2007–May 2011 | Pittsburgh, PA

Double Major: Industrial Design & Human-Computer Interaction, BFA

Design Skills

User-Centered Design
Design Leadership
User Research & Testing
New concept development
Advanced software & hardware prototyping

Tools

Figma
Adobe CC
Framer (TypeScript)
Principal
Raspberry Pi
Confluence
Jira

Employment

Sonos, Senior UX Designer
Nov 2017–Feb 2025 | Santa Barbara, CA

Led UX for Move, Roam, and Era product lines. Prototyped, tested, and defined foundational, portfolio-wide interaction patterns for on-product UI, feedback, and behavioral logic.

Microsoft – Windows Devices Group, UX Designer
Aug 2011–Aug 2017 | Redmond, WA

Developed, tested, and defined core patterns for Windows system UX across IoT, connectivity, device management, sound & media controls, and Settings.

Daedalus, UX Designer
Jun 2010–May 2011 | Pittsburgh, PA

Part-time designer following a summer internship; contributed to app concepting, UI design, and implementation for client projects.

Consulting & Projects

Arktos Technologies, Design Advisor
Aug 2022–Present | New York, NY

Developed UI for analysts to assess and act on financial insights

Hooke Audio, Design Advisor
Feb 2015–Aug 2020 | New York, NY

Designed and advised across UX, Industiral, Graphic, and Packaging for mobile 3D-audio products.

Spruce, Designer & Cofounder
Aug 2012–Apr 2015 | Seattle, WA

Designed and built a digital menu and display platform for restaurants and bars.

Yore Design, Designer & Developer
Aug 2012–Jan 2013 | Seattle, WA

Designed, developed, and released an early third-party touch-first Windows app.