Jacob Elias

jelias.me
j@jelias.me, (847) 910–7570

EDUCATION

University of Washington Seattle, WA
Bachelors of Design — Interaction Design
3.67 GPA, 6 Quarter Dean's List Recipient,
Kenneth L. Striker Design Scholarship Recipient.

Interim President of IxDA, Varsity UW Climbing Team,
Arts + Entertainment Volunteer, Founder of Waterski
and Wakeboard at UW.

Teaching Assistant for Interface Design I & II
Worked alongside visiting lecturers, Andy Allen,
founder of NotBoring Software Corporation (prev.
Head of Product and Design at WeTransfer), and
Thomas Ham, Creative Director at September Works,
to teach interface and ecosystem design practices.

SKILLS

Design Product Design, AI Design, UI/UX, AR/VR
Interface Design, Product Strategy, Service Design,
Figma, Adobe Creative Suite, Branding, Art
Direction, Design Research

Prototyping Principle, Figma, Front End
Development (HTML & CSS, Javascript, React)
Arduino, After Effects

Storytelling Videographer & Filmmaker,
Photographer, Writer, Raconteur

Character Bicycle Mechanic, Wilderness First
Responder, Rock Climber, Waterskier, Snowboarder,
Bread Baker, Wood Worker, Adventurer

EXPERIENCE

Short of the Week
Design & Product Lead
Feburary 2020 – Present
Seattle, WA
Key member of small team, leading design and product strategy for a new
platform connecting film industry professionals. I leverage customer empathy
and technical interaction design to craft a business model through market
research, service design investigation, and design exploration. Building
product features unique to industry search and filmmaker release workflows.

Intuit
Product Designer
October 2020 – January 2022
Mountain View, CA
Design lead with technology futures group defining the experience and
future of AI generative design tools and currently helping drive AI Design
strategy and practices company-wide. Alongside cross-functional partners,
I crafted long-term product strategies and designed delightful near term
opportunities that power prosperity for QuickBooks Self-Employed, Quick-
Books Online Advanced, and QuickBooks Mobile customers.

Google Daydream AR/VR
Student Interaction Designer
January 2019 – Present
Seattle, WA
In partnership with Google, Prof. Axel Roesler and our research team
designed a new line of sight interaction model including visual affordances
and field-of-view interaction for head-mounted devices. *White paper avail-
able upon request.*

IDEO CoLab
CoLab Fellow
March 2019
Cambridge, MA
Worked on an interdisciplinary team to build prototypes exploring develop-
ing technologies and future experiences in the realm of transportation.