

Jacob Elias

jelias.me

j@jelias.me, (847) 910-7570

EDUCATION

University of Washington Seattle, WA
BDes in Interaction Design Class of 2020
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

January 2020 – June 2020

Working alongside guest lecturers, Andrew Allen,
Head of Product and Design at WeTransfer, and
Thomas Ham, Creative Director at Blink, to teach
interface 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

Intuit

Product Designer

October 2020 – Present

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 craft long-term product strategies and design delightful near-term opportunities that power prosperity for QuickBooks Self-Employed, QuickBooks Online Advanced, and QuickBooks Mobile customers.

Short of the Week

Design & Product Lead

February 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.

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 available upon request.*

IDEO CoLab

CoLab Fellow

March 2019

Cambridge, MA

Worked on an interdisciplinary team to build prototypes exploring developing technologies and future experiences in the realm of transportation.