

Jacob Elias

jelias.me

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EDUCATION

University of Washington Seattle, WA
Bachelor 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, Midjourney, Runway
ML, Art Direction, Design Systems, User Research

Prototyping Front-End Development (HTML & CSS,
Javascript, React, Vue), Arduino, Unity, Figma, After
Effects, Webflow, Duct Tape

Storytelling Videographer & Filmmaker,
Photographer, Writer, Raconteur

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

EXPERIENCE

Short of the Week

Design & Product Lead

February 2020 – Present

Seattle, WA

Key member of a small team, leading design, strategy, and front-end development for a new platform connecting film industry professionals. Focused on developing community, I leverage technical interaction design, product management, and service design to build experiences centralized around network growth, community engagement, and film management tools.

Intuit

Product Designer

October 2020 – January 2022

Mountain View, CA

Design lead with technology futures group, I defined the experience and future of AI generative design tools and helped drive AI Design strategy and practices company-wide. Collaborated with cross-functional partners to craft long-term product strategies and design ready-to-ship features powering prosperity for QuickBooks Self-Employed, QuickBooks Online Advanced, and QuickBooks Mobile customers.

Google Daydream AR/VR

Student Interaction Designer

January 2019 – August 2020

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 exploring developing technologies and future experiences in the realm of transportation.