Jacob Elias

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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,
TypeScript, 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 devel-
opment 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 novel line of sight interaction model including visual affor-
dances 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 explore developing technologies
and future experiences in the realm of transportation.