Juliana Reider

julesreider@gmail.com   630-470-0552   **julianareider.com**

User-centric product designer with a strong engineering background and a passion for crafting high-impact digital experiences. Expertise in 0-to-1 product design, UX/UI design, user research, and backend engineering. Proven ability to enhance workflows, optimize usability, and deliver scalable solutions for AI-driven and developer tools.

Product Designer, Mentra – San Francisco, CA   May 2025 - Present

- Led an end-to-end redesign for Mentra (formerly AugmentOS), a YC-backed seed stage startup.
- Designed an app store and management platform for smart glasses apps, in preparation for a major launch.
- Sole designer responsible for reimagining the mobile app experience, enabling users to seamlessly discover, manage, and control smart glasses apps directly from their phones.
- Collaborated closely with founders and engineers to define product vision, prioritize features, and ensure intuitive, scalable UX in a rapidly evolving environment.

Product Designer, Comet – San Francisco, CA   August 2024 - Dec 2024

- Increased task completion speed by 143% for beginner users through iterative UX refinements, & user testing.
- Independently designed a 0-to-1 desktop developer tool, reimagining branch management for programmers.
- Owned end-to-end UX design, prioritizing simplicity and efficiency across diverse user segments.

Lead Product Designer, Convoscope – Cambridge, MA   Feb 2024 - May 2024

- Partnered with MIT researchers to build a visual & voice interface that enhances research conversations using LLMs (Large Language Models) & generative AI.
- Drove a 137% increase in insights per conversation through refined interaction & visual design.
- Conducted user research & workflow analysis, identifying key pain points through user interviews.
- Collaborated with engineers & a project manager to prototype & launch an early-stage product.

Product Designer, Thoughtfilter – San Francisco, CA   Aug 2023 - Jan 2024

- Designed a B2B SaaS tool leveraging generative AI to enhance productivity for creators.
- Developed & prototyped an intuitive interface, ensuring clarity & usability in a novel space.
- Increased content creation speed by 88% through UX optimizations.

Sr. Software Engineer, Slalom – Palo Alto, CA   Jul 2021 - Aug 2023

- Developed SaaS applications used by millions, ensuring scalability & robust interfaces.
- Built a serverless web application for an $8.6 billion brand, improving efficiency & performance.
- Mentored & supported junior engineers, fostering a high-performance Agile culture.

Software Engineer, Slalom – Chicago, IL   Jan 2019 - Jul 2021

- Designed & engineered chatbots, adopted by thousands of enterprise users.
- Delivered engaging presentations on various topics, fostering company culture & curiosity.

M.S, Software Engineering – Loyola University Chicago   Sep 2017 - Dec 2018

4.0 GPA | Awarded Dijkstra Award for top academic performance.

B.A, Philosophy – Colgate University   Aug 2010 - May 2014

Magna Cum Laude | Minor in English (Creative Writing).