

KYLE DUMOVIC

MISSION

Design, build and ship
delightful & seamless user
experiences 🎨

LOCATION

Los Angeles, CA

EMAIL

kdumovic@gmail.com

WEBSITE

kyledumovic.com

SKILLS

- * Human-centered design
- * UI/UX design
- * User testing
- * Rapid prototyping
- * Javascript ES6
- * Angular & React
- * HTML & CSS
- * Sketch & Figma
- * Design sprints
- * Landing pages
- * User onboarding
- * Analytics & AB Testing
- * Data visualization
- * Project management
- * Developer hand-off
- * Cross-team collaboration
- * Attention to detail
- * Communication
- * Storytelling
- * Needfinding

OTHER

Citizenship of USA,
Australia & Germany

Proficiency in Spanish &
Russian

Alumnus of Phi Kappa Psi
Fraternity

Enjoy tennis, painting,
golf & woodworking

Red-green colorblind

EXPERIENCE

Product Designer & Engineer | Harmonic.ai [Stealth]

MARKET INTELLIGENCE * BIG DATA * VENTURE CAPITAL * SEED

Built out email and Slack infrastructure for customer notifications.

Designed React web console. Launched new landing page in Webflow.

Remote | October 2020 - Present

Advisor | Gyfted [fka Human Exponent]

HUMAN RESOURCES TECH * DESIGN CONSULTING * SEED

Advising a data-driven personality & talent psychometrics platform for
remote job matching, career trajectory and cultural fit.

Palo Alto, CA | April 2020 - Present

Lead Designer & Product Engineer | Stella.ai

PRODUCT * FULL-STACK UI/UX DESIGN * SERIES A (ACQUIRED)

Early employee, first design hire. Built the world's first intercompany
referral network connecting job seekers. Made key product decisions,
wrote product specifications, built and launched extensive mobile and
desktop friendly web apps and landing pages. Optimized conversion
funnels. Created a company-wide design system. Conducted user testing.
Ran B2B and B2C product line experiments in the job recruiting space.

Redwood City, CA | June 2016 - January 2019

Product Designer | Flux Factory [formerly Google X]

UX DESIGN * RAPID PROTOTYPING * USER RESEARCH * SERIES B

Designed and prototyped new features for Google X spin-off, a cloud
platform for architects and engineers. Developed a high-converting new
company landing page and email campaign. Launched Quartz, an open-source
database of health and environmental impact data for building materials.

San Francisco, CA | June - December 2015

Graduate Research Assistant | Stanford VHIL

PROJECT MANAGEMENT * VIRTUAL REALITY

Built VR environments including the lab's famous "Flying World" demo.

Lead programmer behind social psychology studies related to climate
change, ocean conservation and empathy.

Stanford, CA | January - June 2015

Release Engineering Intern | Splunk

PYTHON DEVELOPMENT * BUILD AUTOMATION

Overhauled an orchestration framework for building and packaging the
Splunk executable across multiple platforms and architectures.

San Francisco, CA | June - September 2014

EDUCATION

Stanford University

Stanford, CA

* Master of Computer Science (Human-Computer Interaction)

June 2016

* Bachelor of Arts & Science, Computer Science and

Slavic Languages & Literatures

June 2014