

# KYLE DUMOVIC

## MISSION

Passionate designer and engineer seeking product facing role at a consumer technology company

## 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
- \* Detail oriented
- \* Strong communicator
- \* 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 Engineering | Stealth Startup

Shhh.

Remote | October 2020 - Present

### Advisor | Gyfted [fka Human Exponent]

HUMAN RESOURCES TECH \* DESIGN CONSULTING \* SEED

Building 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

Early employee, first design hire. We raised \$25M+ to build an intercompany referral network connecting job seekers. Made key product decisions, wrote product specifications, built and launched extensive mobile-friendly web apps. Optimized conversion funnel. Created a company-wide design system. Conducted user testing. Experimented with new B2B and B2C product lines 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