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
* Sales

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 Engineer | 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*