

# 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 Designer & Engineer | Harmonic.ai [Stealth]

Built out email and Slack infrastructure for customer notifications.  
Designed 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