### EXPERIENCE

## **Product Designer**

by contract | San Francisco, CA

2014 -

- Advising startups on design strategy in the Bay Area
- Designed and developed the BoostX and BoostY apps for iOS and watchOS
- Developed Angular web applications, marketing websites, and interactive mockups/prototypes using Framer/Principle
- Clients include: MakerSights, Nova.ai, Boost Media, and FirstLine

# kian lavi

PRODUCT DESIGNER

1767 Page St. #1 San Francisco, CA 94117

kianlavi@gmail.com 310 · 270 · 5700

kianlavi.com

## UI/UX Designer & Front-End Developer

at ProductBio | San Francisco, CA

2015

- Lead designer for small govtech/enterprise startup, building software platform to enable more sustainable product procurement
- Designed, prototyped, and co-built our Polymer/Django web app

#### **SKILLS**

Sketch, Framer, Principle, Photoshop, Illustrator, Keynote, Pen and Paper

Mobile Design (iOS/Android), Web Design, Product Design, Typography, Branding

> Web Development: HTML/CSS, Javascript, Polymer, Angular, Django

App Development: Swift, Objective-C, Python, C

> Prototyping, Ideation, Mockups, Wireframing

Storyboarding, Personas, Usability/User Testing, Cognitive Ethnography,

> Languages Spoken: English, Farsi, French, Spanish

## Human Factors Engineer, Intern

at Sony | San Diego, CA

2013 - 2014

- Redesigned the PlayMemories Mobile app (iOS/Android) and QX100 Lens Camera post-release
- Led extensive usability testing and user research on-site
- Designed hardware/software concepts across (then) new forms of technology: voice AI, smartwatches, wearables, and smart TVs

## **Interaction Designer**

at KA Lite | San Diego, CA

2013

- Led early design efforts at a nonprofit, building an education platform that enabled Khan Academy to be used offline and ad-hoc
- Explored novel experiences for technology/computer use in regions with little to no internet access

#### **EDUCATION**

## **UC San Diego**

B.A Cognitive Science (Human-Computer Interaction)

2009 - 2013