Calvin Hutcheon

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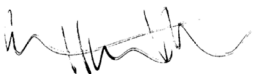
Hello JB,

I'm excited to be in conversation about the founding product designer position. I see that you're looking for a designer to take end to end responsibility, while approaching data, and user impact in a thoughtful manner. I believe I'm the ideal candidate for this position. My skills encompass the full design skill tree, including: facilitation, research, IxD, rapid prototyping, UI, design systems creation, validation, and front end development. Both my work history and writing demonstrate my passion for defining a purposeful and ethical future of human coordination.

As a product designer at the Xalogirthms Foundation, I am a UX team of one, facilitating design activities across the organization, working to develop and align strategy and vision, while continually advocating for the user. I was responsible for the UX design of a novel no-code rule authoring application, and co-led the design of the contributor communication and management framework. My responsibilities have also included the supervision of a UI designer and a content specialist. Before that I was a freelance creative technologist at Selman, building web experiences. This technical understanding, paired with my design background — as a product designer at XXIX, and a visual design intern at Reboot — have given me the experience to deliver accessible, effective design, while presenting solutions that are right for the user, the business, and the stack.

I'm most proud of the work where I was able to present novel, human centered solutions to challenging problems. I led the UX design of a no-code rule authoring application designed to simplify drafting, publication, access, auditing, and operationalization of rules for all. Accessibility, was key, with the goal being to empower non-technical domain experts. This meant considering multi-lingual capabilities, and the use of the application by visually impaired users. It also required thinking about trickier questions, such as how to preserve functional ambiguity, or how to interject with human judgment when needed. Similarly, it was crucial to preserve the agency of people using rules. This was manifest in the mindset of inform rather than execute. Moreover, we developed a feature to enable users to rate the trustworthiness and fairness of rules they encountered. This work has given me the experience to critically examine the impact of my design choices and to collaborate on solutions that demand thoughtful exploration.

I'm eager to continue this conversation, and to share my work Tuesday.

Sincerely,

Calvin Hutcheon