

# Nicholas Inzucchi

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ninzucchi.design

Product designer, systems thinker, and engineer  
with decades of experience leading teams to  
build high-quality software at global scale.

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## Education

Carnegie Mellon University	2012
MS, Human Computer Interaction	
Vassar College	2011
BA, Cognitive Science	

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## Experience

Substack	2020 - Present
Product Design Lead, Design Engineer	
<ul style="list-style-type: none"><li>Built and scaled the Substack app to the top of the App Store, reaching over 1M daily active users.</li><li>Partnered directly with the CEO to define and launch core platform features, including Notes, Chat, and Inbox.</li><li>Designed and implemented Substack's design system across both Figma and React/Radix.</li><li>Led frontend and UI quality as the top individual GitHub contributor, shipping countless improvements across the stack.</li></ul>	
Meta	2018 - 2020
Product Design Lead, Civic Integrity	
<ul style="list-style-type: none"><li>Led design and product strategy for integrity efforts in countries at acute risk of conflict.</li><li>Executed ethnographic fieldwork in Myanmar, Cameroon, and Bangladesh to understand user needs.</li><li>Planned and executed co-design workshops with government officials and civil society.</li><li>Shipped product-spanning features in the areas of user feedback, reporting, transparency, and fact checking.</li></ul>	
Meta	2016 - 2018
Product Designer, Social Impact	
<ul style="list-style-type: none"><li>Founding designer for the Health team, which oversaw the company's COVID response.</li><li>Researched, designed, and shipped Blood Donations, a service to connect donors to organizations in need.</li><li>Researched, designed, and shipped Fundraisers, which allows people to raise money for any non-profit.</li><li>Helped grow Facebook Fundraisers from zero to over \$8B dollars raised.</li></ul>	
IDEO	2012 - 2016
Interaction Design Lead	
<ul style="list-style-type: none"><li>Led interdisciplinary design teams through research, ideation, prototyping, and implementation.</li><li>Crafted interactive service experiences integrating physical, digital, and spatial touch points.</li><li>Coached and supported junior designers to help develop their craft.</li><li>Collaborated with top-tier clients like Google, Ford, Bayer, and American Express.</li></ul>	
Andy Warhol Museum	2012
Experience Designer	
Arkadium	2010
Junior Game Designer	