

Nicholas Inzucchi

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

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ninzucchi.design

Education

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

Experience

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