

# Nicholas Inzucchi

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[ninzucchi.design](http://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

MS, Human Computer Interaction

2012

### Vassar College

BA, Cognitive Science

2011

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## Experience

### Substack

Product Design Lead, Design Engineer

2020 - Present

- 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

Product Design Lead, Civic Integrity

2018 - 2020

- 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

Product Designer, Social Impact

2016 - 2018

- 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

Interaction Design Lead

2012 - 2016

- 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

Experience Designer

2012

### Arkadium

Junior Game Designer

2010