

# Jon Kantrowitz

✈ <http://jonkantro.com>  
✉ [jon.kantro@gmail.com](mailto:jon.kantro@gmail.com)  
☎ 516-639-8332

## Education

AUG 2010

**Carnegie Mellon University**

MHCI, Masters in Human Computer Interaction

OCT 2008

**New York Institute of Technology**

BFA, Television and Film Production, *Summa Cum Laude*

## Experience

JAN 2020-PRESENT

**Enigma · Vice President of Product Design**

Enigma provides data and intelligence on small and medium businesses. Currently leading and managing a small and distributed product design team of five designers, who are creating the best experiences for using Enigma's APIs, core console, and documentation. Responsible for people management, creative talent development, creative direction, and product experience strategy. Work alongside cross-functional leadership to develop the company's product roadmap.

MAR 2015-SEP 2019

**Uber · Senior Product Designer II & Seattle Design Studio Lead**

Led the design efforts of Uber's airports, venues, events, travel, and scheduled rides experiences globally for riders and drivers. Responsible for the design and management of these experiences, while working cross-functionally and across our marketplace, rider, driver, and brand organizations. Provided mentorship, feedback, and collaboration to other designers and stakeholders. Scheduled rides is an experience I created in under 6 months from conception to global rollout. Previously designed experiences including driver earnings, driver engagement, and driver referrals. Contributed to fundamental redesigns of our rider and driver applications and other experiences including Uber's first attempt at a commute product.

OCT 2012-FEB 2015

**Live Nation · Head of Mobile Product Design**

Led the redesign of Live Nation's mobile applications for iOS and Android. Managed experience design amongst a co-located team in Los Angeles and San Francisco. Designed and prototyped test experiences for ticket purchasing, in-venue technology and experience, and post-purchase engagement.

JUN 2011-AUG 2012

**Peel · Senior User Experience Designer**

Peel is a remote application and hardware experience that takes a new approach to controlling your home entertainment setup and finding something good on TV. Created Peel's social experiences and more from conception to front-end development.

JAN 2011-JUN 2011

**TiVO · User Experience Designer**

Designed releases of TiVo's tablet companion application for iOS and Android as well as future and emerging platform experiences. Prototyped mobile multi-room viewing and control experiences in coordination with hardware designers prior to the TiVo Roamio's development.

# Jon Kantrowitz

✂ <http://jonkantro.com>  
✉ [jon.kantro@gmail.com](mailto:jon.kantro@gmail.com)  
○ 516-639-8332

## Experience Continued

JUL 2007 - NOV 2013

### Pinna, Roundabout LLC · Co-Founder & Interface Designer

*Team and certain technology acquired by Live Nation.* Pinna was a small music player sold on the Mac App Store. Designed low-to-high fidelity interface wireframes and mockups. Created technical specifications and prototyped interactions for Pinna's custom playback engine, custom UI and animation frameworks, and other in-house technology.

DEC 2005-JUN 2009

### SolarSeek · Project Manager

SolarSeek was an open-source Mac client for the Souseek p2p network. Worked with an international team across Brazil, Switzerland, and the US. Coordinated and managed two large projects, an entire application rewrite and a comprehensive interface redesign. Additionally, I recruited new developers, wrote documentation, provided user support and managed SVN repositories.

2006-2007

### Rook House Inc · Co-founder & Interface Designer

Co-founded Rook House Inc. an interface and icon design company for Mac Software. Designed interfaces, icons, and created prototypes of varying fidelities for our clients. Coordinated business relationships, contracts, and deliverables with clients.

AUG 2006-OCT 2006

### Comedy Central, Viacom · Graphic Designer

Formatted and customized typography for syndicated motion graphic use in the credits of Scrubs.

*References available upon request*



## Tools

### Design

Classic #2 pencil  
Dot Grid Notebooks  
Typical ruler  
Figma  
Sketch  
Illustrator  
Photoshop

### Prototyping

Principle  
InVision  
After Effects  
Adobe XD  
Keynote  
XCode

### Front End

HTML  
CSS  
JS  
Some Obj-C