JON KANTROWITZ

kantro.design
jon.kantro@gmail.com
516-639-8332

EDUCATION

Carnegie Mellon University   AUG 2010
MHCI, Masters in Human Computer Interaction

New York Institute of Technology   OCT 2008
BFA, Television and Film Production, *Summa Cum Laude*

EXPERIENCE

NOV 2020-JUL 2023
Meta Reality Labs· Staff Product Designer, AR
Designed experiences, created prototypes, and provided systemic design thinking to explore and validate new content types and novel inputs and interactions for AR glasses. Established product and design vision and strategy, critical cross-org and cross-functional relationships throughout the AR Glasses org and broader Meta. Focused on core audio and video consumption experiences. Previously, co-founded a new program within the Spark Org to bring 3D content and capabilities to Project Nazare and other devices.

JAN 2020-NOV 2020
Enigma · Vice President of Product Design
Enigma provides data intelligence and insights on small and medium businesses. Led the product design function and managed a remote team of designers responsible for creating experiences to learn and engage with Enigma's data through its console, API, and docs products. Successfully guided the product experience through a massive company pivot, layoffs, and renewed growth. Responsibilities included people management, talent development, creative direction, and product experience strategy. Worked alongside cross-functional leadership to develop the company's product roadmap, quarterly goals, marketing strategy, and shape company culture.

MAR 2015-OCT 2019
Uber · Senior Product Designer II & Seattle Design Studio Head
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

JUN 2011-AUG 2012
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.

EXPERIENCE CONTINUED

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 multiroom viewing and control experiences in coordination with hardware designers prior to the TiVo Roamio's development.

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.

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.

SKILLS AND TOOLS

Design	Prototyping	Front-End	Endlessly Learning
Classic #2 pencil	Principle	HTML	Unity
Dot Grid Notebooks	After Effects	CSS	Blender
Typical ruler	Adobe XD	JS	Swift UI
Figma	Keynote	Some Obj-C	
Sketch	Xcode		
Illustrator			
Photoshop			