

Omid Moayedi

Product Design | Design Systems
San Jose, California

Contact

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 [Portfolio](#)

 [in/omidmoayedi](#)

Skills

Expertise

Product Design
Design Systems
AI Design/Tooling
Prototyping
Sound Design

Design Knowledge

Variables/Tokens
Component Libraries
Responsive Design
Docs & Governance
Accessibility

Tools & AI

Figma
FigJam
Claude Code
AI Prototyping
Notion

Hobbies

Recording Music
Hiking
Photography
Film
Reading

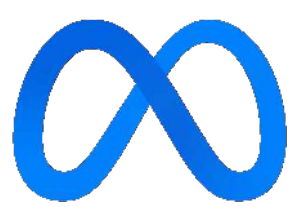
Professional Experience



Amazon

Senior Systems Designer | Apr '23 - Current

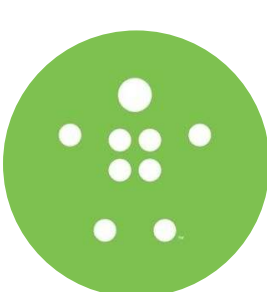
- Architected and scaled the core Figma design system used by 16 production designers across global home page events, cutting production turnaround ~60%
- Developed AI tools for systems designers' workflows, such as automating our logo component library and auto-applying tokens to assets, cutting process time by 90%
- Baked publishing rules for type, spacing and color into the templates, so events ship compliant the first time
- Shipped every template with auto-generated decks designers use to get stakeholder sign-off faster
- Designed the UX and UI for 3 internal tools, including a tool to automatically place backgrounds for all production assets, saving stakeholders ~5 hours of effort per event



Meta (Contract)

Senior Product Designer | Sep '22 - Apr '23

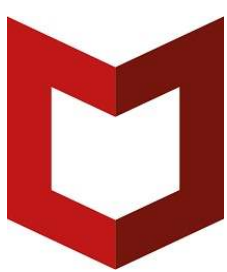
- Owned all UX and visual design for an internal, node-based audio graph editor that lets Meta's sound designers build interactive audio without code
- Mapped complex authoring tasks into flows and journey maps, validated with our sound design team
- Delivered prototypes and a reusable component library that became the design language for Meta's audio tooling, minimizing engineering guesswork



Belkin

Lead Product Designer | Sep '21 - Aug '22

- As sole product designer on the team, led the SoundForm companion app from research and interviews through fully documented handoff and launch on iOS and Android
- Created SoundForm's first design system: 224 light/dark flexible components, documented and audited for accessibility; ~95% of the shipped app was built from it
- Ran usability tests that reshaped the 1.0 release: consolidated earbud controls onto one page after testers couldn't find settings buried in tabs
- Handed off 12 UX flows across ~120 tokenized pages engineers could build from directly
- Defined analytics tracking so the team could measure launches and feed insights into future designs



McAfee

Product Designer | Jan '20 - Sep '21

- Led and owned the designs for McAfee's new My Account experience from the ground up, with experience shipped and in production
- Took the work from low-fidelity wireframes to high-fidelity prototypes with usability testing each round; 90% of testers found renewal settings unaided
- Redesigned the auto-renewal opt-out flow to show the subscription's value before the off switch; cut opt-outs by 33% (McAfee analytics, 2021)

Personal AI Projects



KnobSnob

Founder & Product Designer | 2026

- Designed and shipped an AI product solo: plain-English guides for music gear, with Claude Code as the engineering partner
- Wired MCP servers across Figma, GitHub, Supabase, Vercel and Stripe so design, deploy and billing ship in one loop
- Set up different LLM APIs for different tasks; product-manual ingestion handled by Claude Opus and AI Chat handled by Gemini 3.1 Pro

Education



General Assembly - San Francisco

User Experience Design Immersive
September - December 2018



The Art Institute of California - San Francisco

Bachelor of Science, Audio Production
December 2015