David Paterni
AI Product Designer
Los Altos, CA | Remote only | 415.350.0268 | david.paterni@gmail.com
Portfolio: https://davidpaterni.com/recruiters/
LinkedIn: https://www.linkedin.com/in/davidpaterni/
GitHub: https://github.com/davidpaterni/

SUMMARY

AI product designer working as an individual contributor. I decide what an AI product should do on its own, where it has to stop and ask, and how to tell it is working. Then I design the interface and build it with AI coding agents working from my design system. My work keeps people in control of AI: the brief before the model writes, the source behind each claim, what an assistant remembers, and the limits an agent works within. Criterion, an AI interview coach where every score links to the words that earned it, is live and was designed and built alone. At Anywhere Real Estate I owned the Denali transaction experience end to end and originated KeySign, which leadership put on the Denali roadmap. First designer at StatMuse and Meltwater.

SELECTED WORK

- **Allowance:** an AI agent in a business bank account that pays routine vendor bills, stops and asks when bank details change or an amount looks wrong, explains every payment, and holds each one for a day so anyone can stop it. Working prototype on phone and desktop, built on my Kinetic design system.
- **Watchtower:** one person supervising a team of AI voice agents on live calls. Any action outside an agent's limits waits for a person to approve, edit, hold or take over, and silence never approves. Working demo on synthetic data.
- **Criterion, live at criterionscore.com:** an AI interview coach that scores each answer, links every score to the exact words behind it, and lets you challenge a score and have it checked again. Designed and built alone over twelve versions.
- **AI Design Lab:** four working prototypes for agreeing the brief before AI writes, showing the source behind each claim, keeping an agent under control, and seeing what an assistant remembers.

CORE COMPETENCIES

- AI Product Design: intent and briefing before generation, sources and confidence on every claim, memory people can see and change, agent oversight (limit, preview, stop, undo), human review and escalation, score explainability
- Design Systems for AI: systems that AI coding agents build from and are checked against, tokens in three layers built with Style Dictionary into CSS and Figma variables, written instructions agents follow, rules enforced in code on every build, component libraries, governance
- Product Design: product strategy, problem framing and scoping, zero to one definition, complex and data heavy workflows, admin and permissions, role-based access, approval queues, information architecture, interaction design, UX writing
- Research and Evidence: user research, usability testing, interactive prototyping, funnel analysis, A/B testing, experimentation, design QA
- Accessibility: WCAG 2.2 AA, EN 301 549, keyboard navigation, focus management, screen reader testing (NVDA, JAWS, VoiceOver, TalkBack)
- Tools: Figma, Claude Code, Cursor, v0, React, Next.js, TypeScript, SwiftUI, HTML, CSS, Git, Storybook, Amplitude, Mixpanel, FullStory, Optimizely

EXPERIENCE

Proof Practice Consulting | Los Altos, CA
AI Product Designer | Dec 2025 to Present
https://www.proofpracticeconsulting.com

- Design and build AI products from the problem to working software: framing who needs what and why, setting what the AI may decide alone, and building the interface in React and SwiftUI with Claude Code and Cursor.
- Built two design systems, Kinetic and Wolf-Rayet, that AI coding agents build from. Each has tokens, components and written instructions the agents follow, with rules checked in code on every build.

- Designed 1QR, a QR payment app for travelers in Thailand that confirms who a code pays before showing an amount, catches typing mistakes, and shows the full cost in both currencies.
- Building the path from a search result to a submitted inquiry for local service businesses, including law firms, accountants, clinics, trades, contractors, and agencies.

Anywhere Real Estate | Madison, NJ
Senior Product Designer | Remote | Feb 2022 to Dec 2025

- Owned product design for the Denali transaction experience end to end: offer and contract, escrow and earnest money, title and closing, and commission and disbursement across payment rails.
- Replaced three back office tools (My Deals, Transaction Manager, Trident) with one mobile workspace. Built state and county rules for forms, disclosures, and deadlines into the flow itself, with legal, compliance, and brokerage operations reviewing from the start.
- Originated KeySign from agent interview research, tested prototypes with agents, presented a working prototype to leadership, and got it onto the Denali roadmap.
- Owned goals, business intelligence, and recruiting in BOSS, a new mobile app for brokers, and tested working prototypes with brokers before development.
- Redesigned property search and discovery using analytics and recommendation experiments, raising lead intent conversion by 8 to 12%.
- Designed guided agent workflows built on templates and structured steps, cutting task time 15 to 25% across mobile productivity flows.

Altia | Colorado Springs, CO
Senior Product Designer | Nov 2019 to Dec 2021

- Designed a unified SaaS platform for complex enterprise workflows and prototyped rule-based automation that shortened time to decision 20 to 30%.
- Introduced component governance and scalable interaction patterns that improved consistency across product teams.

Verint (ForeSee Results) | San Francisco, CA
Senior Product Designer | Mar 2017 to Nov 2019

- Led zero to one session replay and session capture concepts that improved visibility into customer experience issues and supported faster diagnosis.
- Built a dashboard builder that enabled self-serve analytics for power users working across large data sets.
- Cut admin setup time 30% by redesigning permissions and onboarding.

StatMuse | San Francisco, CA
Design Lead | Dec 2015 to Jan 2017

- Designed natural language query experiences for a sports stats product, with voice-driven interactions and a simplified mobile presentation for faster answers.

Meltwater | San Francisco, CA
Senior User Experience Designer | Jun 2013 to Nov 2015

- Directed a platform redesign that improved consistency and usability across major workflows.
- Built a customer training portal to improve onboarding, self-serve learning, and adoption.

EDUCATION

BFA, Graphic Design, Art Institute of California
AAS, University of Colorado Boulder