

# Jacob Elias

jelias.me

j@jelias.me, (847) 910-7570

## EDUCATION

**University of Washington** Seattle, WA  
Bachelor of Design — Interaction Design  
3.67 GPA, 6 Quarter Dean's List Recipient,  
Kenneth L. Striker Design Scholarship Recipient.

Interim President of IxDA, Varsity UW Climbing Team,  
Arts + Entertainment Volunteer, Founder of Waterski  
and Wakeboard at UW — Thesis: Arc, a functioning  
AI model and generative collaborator in filmmaking.

### Teaching Assistant for Interface Design I & II

Worked alongside visiting lecturers, Andy Allen,  
founder of NotBoring Software Corporation (prev.  
Head of Product and Design at WeTransfer), and  
Thomas Ham, Creative Director at September Works,  
to teach interface and ecosystem design practices.

## SKILLS

**Design** Product Design, AI Design, UI/UX, AR/VR  
Interface Design, Product Strategy, Service Design,  
Figma, Adobe Creative Suite, Midjourney, Runway  
ML, Art Direction, Design Systems, User Research

**Prototyping** Front-End Development (HTML & CSS,  
TypeScript, React, Vue), Arduino, Unity, Figma,  
After Effects, Webflow, Duct Tape

**Storytelling** Videographer & Filmmaker,  
Photographer, Writer, Raconteur

**Character** Bicycle Mechanic, Wilderness First  
Responder, Rock Climber, Snowboarder, Bread  
Baker, Wood Worker, Adventurer, Question Asker

## EXPERIENCE

### Short of the Week

Design & Product Lead

February 2020 – Present  
Seattle, WA

Key member of a small team, leading design, strategy, and front-end development for a new platform connecting film industry professionals. Focused on developing community, I leverage technical interaction design, product management, and service design to build experiences centralized around network growth, community engagement, and film management tools.

### Intuit

Product Designer

October 2020 – January 2022  
Mountain View, CA

Design lead with technology futures group, I defined the experience and future of AI generative design tools and helped drive AI Design strategy and practices company-wide. Collaborated with cross-functional partners to craft long-term product strategies and design ready-to-ship features powering prosperity for QuickBooks Self-Employed, QuickBooks Online Advanced, and QuickBooks Mobile customers.

### Google Daydream AR/VR

Student Interaction Designer

January 2019 – August 2020  
Seattle, WA

In partnership with Google, Prof. Axel Roesler and our research team designed a novel line of sight interaction model including visual affordances and field-of-view interaction for head-mounted devices.

*White paper available upon request.*

### IDEO CoLab

CoLab Fellow

March 2019  
Cambridge, MA

Worked on an interdisciplinary team to explore developing technologies and future experiences in the realm of transportation.