

Jacob Elias

jelias.me

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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.

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, Branding, Art
Direction, Design Research

Prototyping Principle, Figma, Front End
Development (HTML & CSS, Javascript, React)
Arduino, After Effects

Storytelling Videographer & Filmmaker,
Photographer, Writer, Raconteur

Character Bicycle Mechanic, Wilderness First
Responder, Rock Climber, Waterskier, Snowboarder,
Bread Baker, Wood Worker, Adventurer

EXPERIENCE

Short of the Week

Design & Product Lead

February 2020 – Present
Seattle, WA

Key member of small team, leading design and product strategy for a new platform connecting film industry professionals. I leverage customer empathy and technical interaction design to craft a business model through market research, service design investigation, and design exploration. Building product features unique to industry search and filmmaker release workflows.

Intuit

Product Designer

October 2020 – January 2022
Mountain View, CA

Design lead with technology futures group defining the experience and future of AI generative design tools and currently helping drive AI Design strategy and practices company-wide. Alongside cross-functional partners, I crafted long-term product strategies and designed delightful near term opportunities that power prosperity for QuickBooks Self-Employed, QuickBooks Online Advanced, and QuickBooks Mobile customers.

Google Daydream AR/VR

Student Interaction Designer

January 2019 – Present
Seattle, WA

In partnership with Google, Prof. Axel Roesler and our research team designed a new 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 build prototypes exploring developing technologies and future experiences in the realm of transportation.