

Phillip Olarte

New York, NY · 202-262-4762 · me@phillipolarte.com · linkedin.com/in/phillipolarte · phillipolarte.com

Product Designer | Human-AI Interaction | Designs, Prototypes, and Ships

Available immediately · NYC on-site · Portfolio: phillipolarte.com

SUMMARY

Product designer with 15 years shipping B2B and consumer software, and a founder four times over. I own the problem from customer conversation to production code: research, interaction and visual design, prototypes in React/Next.js, and front-end changes I ship myself with AI-assisted tools. Most recent work: the human-AI interaction layer for an agentic B2B decision-support product, and a location-aware iOS app designed, built, and published solo in August 2026. Deepest experience in ops-heavy enterprise tools for non-technical users. M.S. Emerging Technologies (AI/ML & HCI), NYU.

CORE COMPETENCIES

- B2B SaaS Product Design
- UX Research & Field Studies
- Front-End: React, Next.js, TypeScript
- Information Architecture
- Interaction & Visual Design
- Rapid Prototyping (Figma → React)
- Human-AI Interaction Design
- Accessibility (WCAG)
- Design Systems & Component Libraries
- AI-Assisted Development (Claude Code, Cursor)
- Trust, Grounding & Transparency Patterns
- 0-to-1 / First Designer

EXPERIENCE

AI Interaction Design Lead (Contract) · BoardLens.ai, New York, NY Jan 2026 – May 2026

- Owned UX/UI for the human-AI interaction layer of an agentic executive decision-support product, plus the investor deck and site: five iterations from a text-heavy first version to a chunked, grounded interface with source attribution, confidence scoring, and a side-panel collaborator that edits results as you talk.

Designer, Developer & Publisher (solo) · Emily Was Here — iOS, App Store 2026

- Designed, built, and shipped a location-aware XR audio experience for the Brooklyn Bridge entirely solo using AI-assisted development: geo-triggered audio, AR moments, freemium with in-app purchase, buy-once web unlock, zero data collection. Live August 2026.

Founder, Executive Producer & Technical Director · Storyverse, New York, NY Jan 2025 – Present

- Designed and built the guest-facing interaction technology for an off-Broadway production (ESP32 light objects, card-tap interaction stream, AI-generated personal stories) while running a 28-person team, budget, and P&L; revenue grew 4x in six weeks to sold-out houses.
- Designed and deployed a real-time multimodal AI character (vision, speech, LLM, voice) in a live customer environment; evaluated trust, latency, and interaction patterns with real guests.

Lead Product Designer (Head of Product), Materiality Platform · BSR, New York / Remote Jun 2021 – Jan 2025

B2B decision-support platform used by Global 500 strategy teams. Business for Social Responsibility.

- Turned a manual consulting service into a product: replaced static tables with an interactive materiality matrix where users drag topics to reweight priorities and model what-if scenarios; a strict grid keeps 50+ data points scannable.
- Ran research and alignment workshops from analyst to executive, translated 100+ jurisdictional requirements into workflows and visualizations, and cut stakeholder reporting time ~40% through automated visualization.

Co-Founder & Design Lead · ChalkNotes Inc., New York, NY Jan 2019 – Jun 2021

- Designed a location-based audio-AR platform and a no-code CMS so museums, universities, and creators could publish immersive experiences without engineers; React Native, Figma component library.

Product Designer, Enterprise Systems · The Ford Foundation, New York, NY Aug 2016 – Jan 2019

- Redesigned grant-making and knowledge-discovery tools supporting a \$600M portfolio; adoption improved 10x after the UX redesign. Partnered with visiting Google ML researchers to make early NLP search usable for non-technical staff.

Head of Product Design · Tau Investment Management, New York, NY Jan 2014 – Aug 2016

- Field research across three continents with first-time tablet users; designed supply-chain transparency apps for low-connectivity, low-tech environments.

Earlier: Founder & Principal, PaoDao Inc. (2011–2016), product and UX consultancy, 50+ B2B/B2C engagements; one purchase-flow redesign contributed to a \$12M+ acquisition.

EDUCATION & TOOLS

M.S., Emerging Technologies (AI/ML & Human-Computer Interaction) — New York University, 2025 · UX Master Certificate, Nielsen Norman Group, 2018 · B.M., Catholic University of America

Design — Figma (design systems), Framer, Adobe CC, journey mapping, usability and A/B testing, data visualization (D3)

Build — React, Next.js, React Native, TypeScript, Python, Unity, OpenAI APIs, RAG, Claude Code / Cursor, GitHub, CI/CD, iOS