

Kyle Samonte

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Summary

Design Engineer and Interaction Designer with a B.S. in Web Design & Engineering and an M.Des. in Interaction Design. Combines UX research, product design, prototyping, and full-stack development to turn user insights and Figma concepts into responsive, production-ready experiences. Experienced with React, Next.js, TypeScript, Tailwind CSS, usability testing, and cross-functional product development.

Experience

Barkada KAAnect

Project Manager, Design Engineer — Personal Project | San Jose, CA

June 2024 – Oct 2024,

June 2026 – Present

A website preserving and visualizing generational mentorship connections for Santa Clara University's Filipino cultural organization

- Replaced fragmented spreadsheet-based records with a centralized digital archive built in React.js, using a component-based, family-tree-style visualization to preserve and dynamically render organizational mentorship connections across generations
- Led UX design from concept through implementation, creating low- and high-fidelity Figma prototypes to improve information hierarchy, usability, and visual clarity
- Coordinated with 3 backend engineers to integrate Cloud Run and Google Sheets APIs, enabling the visualization to reflect updated mentorship data dynamically

Pickup

Brand Designer, Experience Designer — M.Des. Capstone Project | [Live Prototype](#) | San Francisco, CA

Sept 2025 – Dec 2025,

May 2026 – Aug 2026

Sports community app helping players find real-time court availability and skill-matched games

- Created the complete product identity—including name, logo, typography, and color system—and extended the brand across facility maps, game-session flows, and social features
- Translated Figma concepts into a responsive Next.js and Tailwind CSS prototype, enabling rapid product testing and stakeholder feedback
- Conducted moderated usability testing with 4 persona-based participants, resulting in 5 prioritized UX improvements addressing action ambiguity, data trust, and feature discoverability

BackStory

Design Engineer — M.Des. Capstone Project | [Live Prototype](#) | San Francisco, CA

Feb 2026 – Aug 2026

TikTok-embedded misinformation-flagging feature, grounded in Gen Z social media diary-study research

- Built prototype using Next.js and Tailwind CSS and wired in a live Google Fact Check Tools API integration to surface real-time third-party context on flagged posts
- Directed technical execution within a 4-person team, translating Gen Z diary-study insights (via Crazy 8s, 2x2 prioritization, dot-voting) into a virtually co-designed, working build

BeReal (via Extern.com)

Product Management Extern | [Live Prototype](#) | Remote

Feb 2026 – May 2026

Led product strategy, UX design, and user testing for Delayed Reveal Captions, a proposed BeReal feature designed to reduce posting anxiety and increase daily engagement

- Diagnosed the anxiety barrier through AI-assisted (Perplexity, Gemini) sentiment and competitor analysis, then evaluated 7 competing feature concepts using the RICE framework, prioritizing this feature based on 10/10 reach and minimal engineering lift
- Validated a 5-screen “double-unlock” experience through 2 moderated focus groups (5 participants), achieving 80% stated intent to re-engage daily

Education

California College of the Arts, Design Division

Master of Design in Interaction Design

Graduated Aug 2026

Santa Clara University, School of Engineering

Bachelor of Science in Web Design and Engineering

Graduated June 2025

Technical Skills

- **Programming Languages:** HTML/CSS, JavaScript, TypeScript, Python, C/C++, PHP, MySQL
- **Frameworks & Libraries:** Next.js, Tailwind CSS, React.js, p5.js, [Node.js](#)
- **Design & Research:** Figma, Adobe Creative Suite (Illustrator, Photoshop, Lightroom, XD), Canva, UX Research, Usability Testing, Prototyping, Design Systems
- **Developer Tools:** Visual Studio Code, Git, GitHub
- **AI Tools:** OpenCode, Claude Code, Gemini, Claude, Perplexity, NotebookLM, ChatGPT