

David Schultz

Interaction Designer

Seattle, WA
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Web

iOS

Rust

Extended Reality

 davidschultz.co

Experience

Product Design Engineer at zojer.studio

August 2025 – Present

Kairōs is a tool for iOS 17+ that helps you study the movement of the planets.

- Developed a cross-functional approach to product iteration with AI, utilizing its ability to rapidly refactor.
- Architected a three-tier caching system & aspect-finding algorithm in rust to power performant UX.
- Designed features around modularity to maintain a clean codebase.
- Launched open beta to kickstart user feedback cycle.

Product Designer at Layer

August 2024 – April 2025

*Layer is a web3 startup that makes it **significantly** easier to utilize off-chain compute. This is an important next-step for blockchain, as it unlocks entirely new use-cases/apps.*

- Laid the conceptual groundwork for our consumer-facing product(s); product maps, prototypes, testnet demos, and (many) written documents.
- Worked cross-functionally to develop our Series A pitch. I.e., captured the complicated web of technical details & business strategy through visual means.

Jr. Product Designer at Sureify

August 2021 – September 2022

Sureify aims to digitize the life insurance industry by building high quality web products for carriers.

- Co-designed a major overhaul of LifetimeAcquire™; vastly improved usability by implementing our new design system, re-thinking navigation, and crafting novel features to clarify system status.
- Co-led a user research initiative (25 users) into a customer implementation of LifetimeEngage™.
- Built a Figma library of flexible, viewport-responsive data visualization components. Wrote extensive documentation for three different stakeholder groups.

Product Lead at Clearvote

September 2023 – November 2024

Clearvote's aim is to increase voter turnout in off-cycle, local elections by improving the relevancy of ballot info and changing how we think about bipartisanship.

- Responsible for all-things-design, front-end development (in Next.js), and major contributions to overall product thinking.
- Mentored a freshman CS student through our tech stack and front-end development.

Operations Specialist at Bottomless

June 2019 – June 2020

Bottomless is a Seattle-based start-up that uses sensors to automatically re-stock repeat purchases.

- Handled daily operations, customer support, and led creative direction in a small team of 3–5.
- Produced a plethora of marketing materials—product photos/videos, brand identity, packaging, etc.

Education

B.Des in Interaction Design

University of Washington — Seattle, WA
Class of 2024

Toolkit

Backend

Node.js
Typescript
Rust
SQLite
Claude Code

Frontend

React.js
Next.js
TailwindCSS
Three.js
D3.js
Claude Code

Design

Figma
Whimsical
Adobe Suite
ShapesXR
Blender