

David Kutas

Software design engineer with 5+ years of experience and PhD in Human-Computer Interaction.

Experience

Visa · Senior Design Engineer

OCTOBER 2022 · PRESENT · Foster City, CA · GitHub Visa Chart Components

- Contributed to the development of **accessibility-focused, open-source, internationalized** Visa Chart Components data visualization components system from design to development, and deployment.
- Contributed to the development and deployment of **design system architecture, components, and guidelines**.
- Developed **LLM-based conversational UI**, enhancing **accessibility** and interaction with complex **data visualizations**.
- **Partnered with internal and external clients** to provide product support, achieving a **high satisfaction rate** and **driving adoption**.

Linecept · Founder, Product Designer, Front-End Developer

AUGUST 2019 · JUNE 2022 · Irvine, CA

- Designed UI & UX for a productivity web app, focusing on **streamlined user workflows** and **data-driven decision-making**.
- Designed and built **~50 design system components** (e.g., Wheel Date Picker) ensuring **consistency** and **scalability**.
- **Engineered a multi-tier web app** using the **MERN stack**, integrating automated **CI/CD pipelines** on Raspberry Pi for **efficient deployment**.
- **Achieved an 85% reduction in time for course instructors** to review student work by optimizing workflow design.
- Filed a utility patent for the innovative Fluid Zoomable User Interface (FZUI), **enhancing interaction efficiency and usability**.

Adobe Research · Research Scientist Intern

2022 · San Jose, CA · Blink Website

- **Designed and prototyped multitrack effect visualizations** and **interaction mechanisms** for a novel **AI-based video editing tool** (Blink).
- Conducted **formative user studies** to **validate design alternatives** and refine user experience.
- **Developed React-based interaction flow**, ensuring seamless multimedia track editing.
- **Authored utility patent** (Patent Nr: 18/152328) for **breakthrough interaction techniques in transcript-based editing**.

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Education

University of California, Irvine

PhD Human-Computer Interaction and Software Engineering

Skills

Design & Prototyping

AI-driven development, data visualization design, design systems, SWOT, interface metaphors & mechanisms, interaction design, patents, wireframing, MockFlow, Illustrator, Figma

Web Development

HTML, CSS, JavaScript, React, Redux, NextJS, Git, Framer Motion, React Spring, GSAP, MongoDB, Mongoose, Express, RESTful APIs, Cognito, EC2, S3, Webpack, Nginx, D3, Stencil, Web Components, Svelte, Astro, Rollup, Vite, WebGL, ThreeJS, PixiJS

Research

Human subject research protocols, data analysis, crowdsourcing, A/B testing, cognitive walkthrough, affinity mapping, heuristic evaluation, interviews, R & R Studio