DANIEL RIVAS

drivas@alumni.stanford.edu | (858) 539-5997 | designbyrivas.com | linkedin.com/in/dan-rivas

PRODUCT DESIGNER | 0-TO-1 PRODUCTS | AI-NATIVE WORKFLOW

SUMMARY

Product designer with 23+ years taking connected-hardware, mobile, and enterprise software products from field research to launch. Leads ambiguous, multipart initiatives with product and engineering partners, grounded in direct customer research and usage data. Has held product manager and UX leadership titles. Builds AI into the design process itself, from Claude prototypes to engineering handoff. Holds multiple granted U.S. and international patents; mentors designers and students.

SKILLS

Design: UX Strategy, Interaction Design, Visual Design, Design Systems & Component Libraries, Design Tokens, Journey Mapping, Prototyping (Claude Design, Claude Code, Figma, Sketch, Axure RP), Mentorship & Design Coaching

Research & Product: Customer Interviews & Field Research, Usability Testing, Dovetail, Gong, Amplitude, Pendo, Requirements & Specifications, Cross-Functional Leadership, Third-Party Team Management, Jira, Confluence

AI-Augmented Process: Claude, Claude Code, and Claude Design for research, prototyping, specs, and design-to-code handoff

EXPERIENCE

LYTX, San Diego, CA July 2019 – November 2026

Senior Product Designer

Owned UX for strategic initiatives on a video safety platform, working with product, engineering, and customers from problem framing through launch.

- Led design of a following-distance video overlay in 4 months, from customer field interviews to shipped release; contested events dropped to near zero within the first month, and 100% of customers kept it enabled.
- Built an AI-native design-to-engineering workflow that cut design turnaround by 3 weeks: designs and requirements were developed in Claude Design prototypes and handed to engineering.
- Led UX for an AI chat assistant in the Admin portal that answers from each customer's live account data; built a React prototype on the Lytx design system with Claude. Initial rollout adoption grew to 35 companies in the first month of general availability, with model spend far under forecast.
- Defined system-level UX for self-serve program features across 3 countries, for high-value customer requests: usage grew 10x in one quarter across Enterprise and small accounts, settings updates became immediate instead of taking up to 1.8 days, and manual requests to adjust these features fell 32–52% year over year, vs. 14% for all requests.
- Led UX for guided self-serve ordering in Account Center, live in production from order to Salesforce quote and implementation, with initial design covering 80% of the ordering cases found through discovery.
- Ran customer discovery and designed the end-to-end Driver ID journey in 3 months, from QR badge creation and bulk distribution to in-cab scanning; used post-launch analytics and customer interviews to fill gaps in the initial product requirements, removing technological friction from glare on phone screens in vehicles.
- Designed bulk user file import, reducing task completion time by more than 30%.
- Mentored designers and interns informally, and mentored new UX professionals from a UCSD UX program.

QUALCOMM, INC., San Diego, CA April 2012 – August 2018

User Experience, Senior Staff

Led UX for 0-to-1 connected-device and software products, from concept through launch, working across hardware, firmware, and cloud teams.

- Took the world's first WAN-connected fitness watch from concept to sale: carried it through three major scope resets, architected the UX system across hardware, embedded UI, companion app, and cloud sync, and delivered the 650+ page UI specification that handed it to Timex, which launched it nationally as the Ironman ONE GPS+.
- Invented the one-finger keyboard that shipped on the Ironman ONE GPS+, resulting in a published patent filing.
- Promoted from Staff to Senior Staff after moving from product management to UX; led contracted third-party design teams of about four specialists (interaction, visual, content, and usability research) across concurrent programs, setting design standards and mentoring designers.

- Designed activity tracking for Tagg from existing accelerometer data, adding value with no new hardware, and designed the device LED feedback, lowering support call volume.
- Redesigned Qualcomm's deep learning software UI so customers could train AI models for their own products.
- Led UX and information architecture for Qualcomm CreatePoint, the customer documentation portal, filtering each customer's documents by default to the products they bought.

QUALCOMM, INC., San Diego, CA February 2007 – April 2012
Product Manager, Senior

- Designed 0-to-1 UX for the industry's first touch-screen live-TV personal television, a new product category: led the ethnographic research behind its "TV first" interaction model and took it to national launch in major US cities, where the service ran for several years.
- Led the Tagg pet-tracker mobile initiative, shipping iOS and Android apps on a fixed launch date by running sprints, QA, and App Store submission across firmware and app teams; Whistle later acquired the Tagg business.
- Promoted to Senior Product Manager; owned requirements for mobile TV, pet-tracking, and fitness wearable products and managed third-party design teams through full product cycles, including the first design iteration of the WAN-connected fitness wearable.

NOKIA, San Diego, CA October 2003 – February 2007
User Interface Designer II

Designed mobile phone software features for a global handset maker, working within a worldwide design organization.

- Earned promotion and a company-wide award for innovative design; the only North American member of Nokia's global design-management team.

PROJECTS

GLOBAL TREND ENGINE, Independent Project April 2026 – Present
Designer & Builder

- Designed, built, and shipped a React application backed by a 4-agent Claude pipeline (scan, synthesize, meta-predict, verify) with seven domain personas, using Claude Code from concept and design system through prompt engineering, API integration, and deployment; includes nightly scans, prediction history, and accuracy tracking.
- Made cost and scope tradeoffs as product owner: exposed model choice in the interface and kept the tool private after weighing API cost against no monetization.

EDUCATION

Stanford University, Stanford, CA

Bachelor of Science (B.S.), Symbolic Systems, concentration in human-computer interaction

Interdisciplinary program spanning computer science, linguistics, philosophy, and psychology.

VOLUNTEER

OPEN CODING SOCIETY (OCS), Del Norte High School October 2026 – Present
Industry Advisor & Mentor

- Mentor a student team on UX and positioning for OCS, a student-built computer science learning platform: a Mentor Dashboard for outside mentors and "OCS in a Kit," a version any school can run.

PATENTS

Granted

- Method and Apparatus for Serving Episodic Secondary Content, US 8,661,075 B2 (2014)
- Method for Serving Mobile TV Advertisements Based on User Preference, KR 10-1370169 (2014); JP 5705876 (2015); CN ZL201180005575.7 (2015)
- Locking a Group of Images to a Desired Level of Zoom and an Object of Interest Between Image Transitions, US 10,049,431 B2 (2018)

Published

- Touch-Based Flow Keyboard for Small Displays, US 20160026382 (2016)