



Your time is limited but your impact can last forever.

Mike Juliano

Experience Designer & Leader

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Professional Experience



Director, Product Design

Twin Health

2020 - 2024

- Led the design of a mobile app reversing diabetes and obesity with behavior change and AI
- Led the design of clinical workflow + automation software used to treat metabolic health & manage meds
- Hired and managed a team of up to 8 high performing product and content designers
- Developed a data-driven, research-backed design process for both software and content
- Designed key user experiences, interfaces, workflows, research initiatives, experiments, and content to support growth, retention, and health outcomes

Mountain View, CA



Product Design Lead (UX/UI)

Karuna Health

2019 - 2020

- Designed web, mobile, and voice experiences for enterprise healthcare users
- Leveraged research and data to deliver high value, succinct solutions to complex user flows
- Built a design system to streamline the UX design process and engineering
- Inspired a user centric, design-led product development process for a mission-driven team
- Collaborated on and designed a variety of content (HTML email templates, responsive websites, case studies, user incentives, slide decks, and conference/sales material)

San Francisco, CA



Sr. UX Designer / Head of Product & Design

Mojit

2017-2019

- Designed innovative user experiences for mobile, augmented reality, virtual reality, and web
- Managed product, service, and feature pipeline to drive user growth and engagement
- Defined creative direction for a team of 9 designers, animators, and engineers

Los Angeles, CA



UX Designer (social & dating apps)

Fibbol, Tap

2017

- Designed, tested and refined the end to end user experience of a mobile social & dating apps
- Established brand and product design standards in alignment with findings of user research
- Produced prototypes, UX design guides, visual assets, and application maps for engineering

Remote



Product Designer / Head of Product

Think You

2012-2015

- Designed end-to-end user experiences for iOS, Android, desktop, mobile web, and wearables
- Managed design implementation via an international development team of up to 12
- Researched, tested, and refined designs based on competitive and user data
- Created extensive design and development user flows, and documentation for engineering

New York, NY

Strengths & Skills

Design Management

Product Strategy

Team Development

UX Design

User Research

Ideation

Interaction Design

Visual Design

Product Management

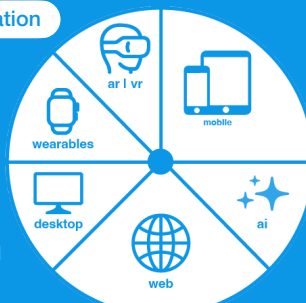
Branding

Figma

Adobe CC

Mixpanel

people • technology • design



Bachelor of Science
Management | Marketing

Rutgers University '11

New Brunswick, NJ



Entrepreneur Intensive
Innovation & Change

Draper University '15

San Mateo, CA

References and additional people management experiences available upon request.