SENIOR STAFF PRODUCT DESIGNER

Jason Csizmadi

Designer who builds.

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I build visual languages and design systems at Credit Karma, Patreon, Zillow, Fitbit, and Cooper. I obsess over the details most people ship past: the optical alignment, the easing curve, the half-pixel. Lately I design agentic AI experiences, build and ship native Mac apps on my own, and teach designers to build with AI. *Taste is a skill.*

01 BUILT AND SHIPPED

Forrrge Native Mac studio that turns a sentence into a finished, Xcode-ready app icon. Six AI models, sixteen render styles, bring-your-own-key, one-time purchase. Designed, built, launched, and priced solo. SwiftUI · macOS · $2.99 · forrrge.app

Pixxxel Native Mac app for 1-bit pixel-art characters. Roll eight traits, lock what works, reroll the rest. Every render is forced through a downsample-and-dither pipeline, so the output is guaranteed 1-bit across seven image models. Free on the Mac App Store. SwiftUI · macOS 15 · pixxxel.app

Disco Moose A design resource library of 400+ vetted tools, books, type, and inspiration. Not every tool, the right ones. Next.js · React · disco-moose.com

UX Critique Knowledge-base-grounded UX critique with a browsable 606-entry principle library and Figma cards. Open source

Agentic Principles A framework and AI skill for critiquing agentic experiences against oversight, trust, and consent. Open source

Tastemaker AI design critique that teaches measurable craft and evaluates taste in context. Open source

In flight: PlainType (private clipboard cleaner) · Argos (native reference library) · Vox (on-device dictation, whisper.cpp) · SpriteForge (node-based VFX engine) · Frontrow (menu-bar meeting alerts). All SwiftUI or native macOS.

02 EXPERIENCE

Credit Karma / Senior Staff Product Designer

May 2025 to Present · Oakland, CA

- Co-lead visual evolution and design system modernization for a financial product serving **tens of millions** of people.
- Built a live, LLM-powered product vision prototype **in one week**, turning a long-range roadmap into working software senior leaders could hold. The conversation moved from slides to decisions.
- Authored **Principles for Designing Agentic AI Experiences**, fifteen principles distilled from eighteen months of hands-on agentic design work.
- Taught AI prototyping to **more than 100** product managers and designers through the weekly AI and prototyping guild, making working software the default way to decide. Click-throughs don't count.
- Hackathon runner-up, 2026, with an AI design critique tool that took the event's **top AI score**.

Patreon / Product Designer

Sep 2022 to Apr 2025 · SF Bay Area

Three roles in one tenure: visual design, then design systems, then UX lead.

- Helped define Patreon's 2023 rebrand into a more expressive, accessible, emotionally resonant visual language. The rebrand **won the Branding category at Fast Company's Innovation by Design Awards, 2024**.
- Translated that direction into **tokenized, cross-platform components** used across web and native, for a platform serving **250,000+ creators who have earned over $3.5 billion**.
- Launched **built-in livestreaming** to creators in 2025. Owned UX strategy and mobile UI: scheduled streams, live chat and moderation, access controls, recordings, and the transitions between community and content.

Zillow Group / Design Manager, Design Systems

Feb 2020 to Oct 2022 · SF Bay Area

- Co-led an **18-person cross-functional team** of designers and engineers on global patterns and experiences in **Constellation**, the design system behind the most visited real estate platform in the US.
- Evolved the visual language, principles, and frameworks with **engineering and accessibility as first-class priorities**.
- Drove Zillow's rebrand into the live product. Ran pair design programs, motion design education, and future-facing concept work.

Trulia / Lead Visual Designer

Aug 2017 to Feb 2020 · San Francisco

- Managed the **Visual Design and Design System team** of designers and engineers across web and native, setting creative direction through Trulia's rebrand.
- Helped launch **Trulia Neighborhoods**, a first-of-its-kind editorial product that debuted nationally with **300+ neighborhoods and grew past 1,100** within the year.

Fitbit / Lead Visual Designer

Jun 2016 to Aug 2017 · SF Bay Area

- Led the visual language and design system for the personalized health platform that became **Fitbit Premium**, which launched in 2019 to a base of **27 million+ active users**. The challenge was making dense personal health data feel clear and motivating.

Cooper / Principal Visual Designer

Dec 2011 to Jun 2016 · SF Bay Area

- Led and mentored the visual design team at the studio that wrote the book on interaction design: standards, quality, and growing talent in-house.
- Lead visual designer on the National Pro Grid League fan experience, recognized at the **2015 Interaction Awards**, and on Kurbo, a family health product **later acquired by WW (Weight Watchers)**.

03 THE AGENCY YEARS

1996 – 2011

Cobra Creative · Senior Art Director · 2006 to 2011
Design lead for NFL Network, Verizon, Clif Bar, ASICS, Cheetos, and Microsoft. Ideation, storyboarding, and UI for mobile and web, including the NFL streaming beta.

Bozell · Interactive Art Director · 2001 to 2006
Lead UX and UI on the College World Series site four years running, and built and maintained its CMS. Owned projects end to end, plus a new corporate identity with senior leadership.

Eagle River Interactive / AGENCY.COM · Art Director · 1999 to 2001
Brand and interaction design at the height of the first web boom. Style guides and UI guidelines across cross-functional teams.

Learn2.com · Designer · 1996 to 1998
Lead illustrator on interactive training tutorials. Streaming multimedia back when the web shipped on CD-ROM.

04 TOOLCHAIN

DESIGN Visual design · Product design · Design systems · Art direction · Motion design · Design tokens · Interaction design · Accessibility · Design strategy · Service design

BUILD SwiftUI · Swift · Core Graphics · React · Next.js · TypeScript · Tailwind · LLM APIs · agentic AI patterns · coded prototyping

TOOLS Figma · Xcode · After Effects · Claude Code · Vercel · GitHub · Obsidian

05 WRITING, RECOGNITION, EDUCATION

Writing. Published on agentic AI, visual language, and design systems at **medium.com/@TheCsiz**. Selected: *Who's Doing the Work?*, a test for whether an AI product is actually agentic or just an old workflow with AI in the margins. *How Style Studies Shape Meaningful Visual Languages.*

Recognition. Fast Company Innovation by Design Awards, Branding category winner, 2024, for the Patreon rebrand. Interaction Awards, 2015, National Pro Grid League. Runner-up and top AI score, design and technology hackathon, 2026.

Education. Rocky Mountain College of Art + Design, Visual Communication.