


Sam Weiller

User Experience • Product • Design

samweiller.io 

sam.weiller@gmail.com 

914.815.5055 

SUMMARY

I am a seasoned product designer with a decade of experience in design and technology, bringing a diverse set of skills and a deep understanding of the industry. Throughout my career, I have held roles as a UX designer, front-end developer, product manager, and more, allowing me to approach projects from multiple angles. I am passionate about creating solutions that are tailor-made to the unique needs of people and situations, and thanks to my varied background, I am able to facilitate this through effective communication and translation between developers, designers, and managers.

EDUCATION

Georgia Institute of Technology

August 2015 – May 2017

MS in Human-Computer Interaction

University of Rochester

August 2009 – May 2013

BS in Brain & Cognitive Sciences

BA in Music Composition

CAREER OVERVIEW

Apple, Inc.

Senior UX Designer • October 2020 – Present

Service Dog Pass

UX Designer & Web Developer • August 2020 – April 2021

Walt Disney Imagineering

Product Designer, Product Manager • June 2017 – October 2020

Raheem

UX Designer, Conversational Designer • July 2016 – December 2017

Junior

Technology Intern, UX Designer • May 2016 – August 2016

Act3 Productions

Technical Director, Sound Designer • September 2014 – July 2016


Dilks Lab

Lab Manager, Researcher • August 2013 – August 2015

EXPERIENCE

samweiller.io 

sam.weiller@gmail.com 

914.815.5055 

Apple, Inc.

Senior UX Designer, Special Projects Group • October 2020 – Present

CORE RESPONSIBILITIES

- Lead designer for the Special Projects Group's mobile/native apps
- Responsible for all 3D design for web and mobile apps, including modeling, texturing, rigging, animation, and lighting
- Manage and maintain design guidelines and libraries for web and mobile, in both 2D and 3D contexts, utilizing Sketch, Figma, Adobe Create Suite, & Blender
- Champion user research across all our apps by working directly with customers to receive feedback, and inspire other designers, product leads, and developers to do the same
- Assist in interviewing job applicants for both designer and developer positions

MAJOR PROJECTS

- Primary designer for a complex, multi-view iPadOS app used across the project daily by 250+ people, including executives, developers, EPMs, and more. With this, I led a major redesign of the app, which made it significantly better suited for our processes, procedures, and use cases, and also better utilized the features and capabilities of the hardware. This redesign almost completely eliminated "urgent" requests for essential features, and enabled our teams to focus more on streamlining and "quality of life" improvements.
- Conceptualized and designed two separate internal iOS apps that massively improved daily operational and testing procedures. Each of these apps was designed and implemented on extremely short timelines, and optimized their respective processes by an order of magnitude
- Created an extensive 3D design system to support and unify styles across 15 different apps, across both web and mobile. This included establishing a common language across platforms, creating optimized assets, and building out precise color palettes to support our range of use cases

Walt Disney Imagineering

Product Designer, Technology Studio • June 2017 – October 2020

CORE RESPONSIBILITIES

- Lead product designer for Walt Disney Imagineering's Technology Studio
- Primary designer for 12 internal products and platforms, including web, desktop, mobile, game engine, and VR tools
- Maintained a studio-wide UI style guide and component library using React and Vue
- Facilitated user research across the studio, focusing on requirements gathering, feedback, and process improvements
- Prototyped new products for testing using React, InVision, and other low- and high-fidelity techniques
- Mentored interns and junior employees, facilitated new employee orientation, and ran facility tours used to teach employees at all levels about the inner workings on Disney's Theme Parks


MAJOR PROJECTS

- Product manager and lead designer for an internal tool used by 15+ active project teams to create, visualize, review and build upcoming theme park attractions. This tool was essential in creating various attractions and lands, including Star Wars: Galaxy's Edge, Rise of the Resistance, Avenger's Campus, WEB Slingers, Mickey & Minnie's Runaway Railway, and many more
- Conceptualized and built a set of tools to assist in coordination, delivery, and placement of props for Star Wars: Galaxy's Edge in both Disneyland and Walt Disney World
- Created a flexible, cross-platform UI library that enabled back-end developers to easily build out complex and well-styled web-based interfaces across 120+ products and 20+ departments

EXPERIENCE

samweiller.io 

sam.weiller@gmail.com 

914.815.5055 

Service Dog Pass

Web Developer, UX Designer • August 2020 – April 2021

- Worked directly with Paul Mundell (former CEO of Canine Companions) to create the initial concepts for Service Dog Pass, which is an opt-in solution for streamlining airline travel with a service dog
- Developed both front- and back-end systems for the product's early prototype
- Designed and developed SDP's informational and marketing website

Raheem

UX Designer, Conversational Designer • July 2016 – December 2017

- Part of the founding team creating a platform for reporting and reviewing police interactions via a Facebook Messenger bot
- Designed and implemented a map-based data visualization tool to display reported data
- Assisted in conversational design of chat interface, including flow, wording, and tone

Canine Companions

Technology Consultant • October 2016 – September 2017

- Helped to redesign Canine Companions' puppy-in-training tracking process as part of my Master's Thesis
- Worked with staff, trainers, executives, and volunteers to identify pain points in the existing process, define criteria for success, and plan out a comprehensive technology solution to improve the puppy training and tracking process
- Presented major design proposal to key executives, including the CEO, Puppy Program Lead, and Lead Veterinarian

Junior

Technology Intern, UX Designer • May 2016 – August 2016

- Designed, developed, and pitched a Slack-based chat bot for a client in a fast-paced design sprint
- Reimagined a client's entire web experience as part of a two-person team
- Refactored and upgraded parts of our existing codebase to use more modern technologies, such as React

Act3 Productions

Technical Director, Sound Designer • September 2014 – July 2016

- Sound Designer for 15+ shows, including musicals, plays, and children's theater
- Upgraded and managed theater's inventory of microphones, speakers, cables, and other essential equipment
- Mentored high school students through Act3's Encor3 program through musical direction, hands-on training, and workshops

Dilks Lab

Lab Manager, Researcher • August 2013 – August 2015

- Operations manager and data processing developer for cognitive science research lab at Emory University
- Designed, conducted, and analyzed experiments studying visual perception of scenes using neuroimaging (fMRI), eye tracking, and behavioral methods
- Developed immersive, 3D research environments using Unity and C# to study how humans perceive and navigate through spaces