


# Sam Weiller

Product • User Experience • Design

samweiller.io 

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914.815.5055 

## EXPERIENCE

### Apple, Inc.

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

#### CORE RESPONSIBILITIES

- Lead designer for all mobile/native internal tools in Apple's Special Projects Group
- Responsible for 3D design and processing pipelines across web and mobile apps, including modeling, decimation, 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 of 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 internal 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 design consultant on 12+ internal tools, including web apps, desktop apps, game engine products (utilizing Unreal), 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 user feedback and process improvements
- Prototyped new products for testing across the studio 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 of Disney's Theme Parks

#### MAJOR PROJECTS

- Product manager and lead designer for an Unreal engine-based 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
- Product manager for processing pipeline tool that took assets from over 150 departments and packaged them into a standalone game package (using Unreal Engine) that could be used and experienced by employees of any technological skill level
- 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

## 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.

## ADDITIONAL EXPERIENCE

### Service Dog Pass

UX Consultant • Aug. 2020 – Apr. 2021

Collaborated with former CEO of Canine Companions to design and develop prototypes and marketing site for a non-profit focused on streamlining airline travel for travelers with service dogs

### Act3 Productions

Technical Director • Sept. 2014 – June 2016

Technical director and lead sound designer for a community theatre in Atlanta, GA

### Dilks Lab

Lab Manager • Aug. 2013 – Sept. 2015

Operations manager and data processing pipeline developer for cognitive science research lab at Emory University

## EDUCATION

### Georgia Institute of Technology

May 2017

MS in Human-Computer Interaction

### University of Rochester

May 2013

BS in Brain & Cognitive Sciences

BA in Music Composition