

DANNY KING

Product Designer, Chicago, dannyking.me, hey@dannyking.me, linkedin.com/in/dannykingme

NETLIFY

Feb 2022 to Present

STAFF PRODUCT DESIGNER

Led design and frontend for Netlify Graph and Integrations. Overhauled legacy frontend workflow resulting in increased usability and efficiency. Supported and mentored design team.

PAYGARDEN

Jun 2017 to Feb 2022

HEAD OF PRODUCT

Responsible for all product design decisions. Created payment design that increased annual recurring revenue by \$1.4 million. Designed products that strengthened partnership with Twitch.

SERVERLESS

Nov 2016 to May 2017

HEAD OF PRODUCT

Led team of three engineers to build Serverless' initial enterprise product offering. Responsible for logo design and created visual language that played a key role in Series A funding.

GOOGLE

Aug 2015 to Dec 2016

UX ENGINEER

Shipped product to over 3 billion Google Search users. Built high-fidelity, production-ready internal tools. Made workflows that enabled designers to prototype changes in production.

PRECURSOR

Dec 2014 to Aug 2015

FOUNDER

Made wireframing tool used by ~200K users (Google, Blizzard, Facebook, etc). Featured #1 on Hacker News, Product Hunt, and Designer News. Pioneered multiplayer design tools space.

CIRCLECI

Jul 2013 to Dec 2014

LEAD PRODUCT DESIGNER

First design hire, responsible for branding, UX/UI, and frontend. Created largest open-source Clojure project on GitHub. Invented input label featured in Google Material Design.

LANGUAGES / FRAMEWORKS

HTML/CSS, SCSS, JavaScript, TypeScript, React, Clojure, ClojureScript, OCaml, ReasonML