# DIAMOND HO



# Product & UX Design Lead

☐ diamondho.com

## COMMUNITY

APR '21- PRESENT

#### ADPLIST.OG

Active mentor to host week 1:1 mentorship and seasonal group coaching sessions.

JUN '21- PRESENT

#### **DESIGN BUDDIES**

Host online mentorship sessions and occassional speaking events.

# SPEAKING

AUG '21

UX+, ONLINE

**SEPT '19** 

NORDIC.DESIGN, SWEDEN

MAR '19

# FUTURE ACADEMY, UK

FEB '19

WEB IA DAY, SF

SEPT '18

WEB EXPO, PRAGUE

AUG '18

DIGITAL SUMMIT, DC

## EDUCATION

SEPT '11 - MAY '14

### BFA, INDUSTRIAL DESIGN

California College of the Arts, CA

## EXPERIENCE

JUN '20 - PRESENT

## PRODUCT DESIGN MANAGER @ REALITY LABS, AR

Meta, New York

- Manages a team of 11 designers, prototypers, managers on AR Wrist Wearables org.
- Key stakeholder in Meta Wrist team's portfolio strategy, 0>1 org building brand new AR Wrist products focusing on neural interfaces and developing EMG technology.
- Drives product strategy across 6 horizontal teams alongside with XFN partners (Eng, Product, Marketing etc) on defining unique market fit.
- Shipped 10,000 beta Wrist devices internally; contributed to net new Wrist operating system along with fitness, camera and communication features
- Cultural leader to the organization to improve team caliber, efficient, collaboration:
  - Founded and leading AR Design Community initiatives that serves 500+ design partners including PD, content, UXR and DPMs.
  - Led inaugural AR org wide demo summit to promote transparency across 5 AR orgs. Brought together over 1100 people across 3 cities, showcased 200~ demos. A summit of this magnitude has never been accomplished, which created opportunities for cross team pollination and overview of our progress in AR portfolio.
  - Led bi-annual company wide women mentorship program for 3 years, served 450+ participants to create a more supportive work environment for women.

SEPT '21 - PRESENT

#### DESIGN EDUCATOR

School of Visual Arts | Masters of Interaction Design, New York

- Curated and teaching a new curriculum focusing on Augmented / Mixed Reality using the skill of storytelling, rapid prototyping and design thinking
- Class of 15 20 Masters' students from all around the world
- Acts as thesis advisor to 1 2 students every year

JUN '17 - JUN '20

# PRODUCT DESIGN LEAD @ NEWS FEED INTEGRITY

Facebook, California

- Focused on integrity related issues to improve public conversation space on Facebook. Scope including 2.9~ billion monthly actives users.
- Shipped products that decreased 6% hateful speech on Facebook.
- Things I have created: Up/downvote on comments, comment filters, contextual profiles, stories reactions, stories feedback, stories stickers and more.