

Louie Sakoda

Senior Product Designer | Complex Systems & AI

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SUMMARY

Senior Product Designer with 14+ years designing digital products across education, AI, and complex workflows. Former Lead UX Designer at CK-12, where I designed student, teacher, and administrator experiences for a learning platform serving 20M+ users, led design-system work, and shaped information architecture across learning workflows. My practice combines user research, accessibility, interaction design, and technical prototyping. At Offboard, I lead product design and AI systems, working from early concepts through production.

EXPERIENCE

Founding Product Designer & AI Systems Lead

Offboard | May 2025 - Present

- Led product design from concept through production for an AI-powered career-transition platform spanning job search, research, decision support, document generation, and employer-sponsored experiences.
- Designed information architectures that turn fragmented user data and complex tasks into guided workflows with visible system status, checkpoints, and user control.
- Built prototypes and production experiences using React, TypeScript, Tailwind, Supabase, Claude Code, and Codex, working across design and implementation.
- Designed human-in-the-loop AI patterns including visible progress, editable outputs, confirmations, error recovery, and safeguards for high-stakes decisions.
- Designed and shipped Lumo's real-time AI voice experience with tool calling, preserving context across multi-step workflows.
- Worked across product, engineering, QA, data, content, marketing, and business stakeholders in a six-person startup to prioritize roadmap decisions and ship product iterations.

Lead UX Designer

CK-12 Foundation | May 2016 - May 2025

- Designed workflows for a K-12 learning platform serving 20M+ users worldwide, supporting student, teacher, and administrator needs across content, practice, assignments, reporting, and platform management.
- Led the development and evolution of CK-12's 2.0 design system, establishing reusable interaction patterns across responsive web experiences and partnering with engineering on a parallel React component library.
- Shaped information architecture and navigation across student, teacher, and administrator experiences, simplifying workflows and improving consistency across the platform.
- Led research and usability testing with students and educators, translating behavioral insights into product and architectural changes.
- Led UX for Flexi, CK-12's LLM-powered student tutor, designing conversational and guided experiences for multi-step math and science problems.
- Partnered with product, engineering, data science, curriculum, and research teams to frame problems, explore solutions, define success criteria, and ship learning experiences.
- Designed responsive experiences aligned with WCAG accessibility standards and worked with engineering to resolve accessibility issues across shared components and interaction patterns.

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EXPERIENCE, CONTINUED

Product Lead

Odyssey | Nov 2021 - Nov 2022

- Designed and developed an education platform that onboarded 80,000+ learners into crypto and web3 concepts through simple, approachable learning experiences.
- Created an automated email course completed by 12,000+ learners, combining curriculum design, UX writing, product strategy, and engagement analytics.
- Managed a distributed team of 38 contributors to translate 400,000+ words into 10 languages, building lightweight systems to maintain quality at scale.

UX Production Designer

Lowe's Companies, Inc. | Jun 2014 - May 2016

- Produced and iterated on creative assets for home, landing, and brand pages in a fast-paced, experiment-driven ecommerce environment.
- Managed a team of 4 designers on a Global Redesign effort to modernize the ecommerce experience and align it with updated brand and UX guidelines.

EDUCATION

BS, Entrepreneurship | University of Utah

Aug 2005 - May 2011 | 3.8 GPA, Academic All-American

MBA, Sports Business | St. Leo University

Jun 2011 - Jun 2012

SKILLS

AI Product Design

AI-first product design, LLM UX, Human-in-the-loop workflows, Agentic workflows, AI automations, Voice and tool calling, Decision-support UX, Model-output review flows, Prompt/workflow design

Product & Systems Design

Internal tools, Journey mapping, Complex workflow design, Talent workflows, Knowledge systems, Information architecture, High-fidelity prototyping, Interaction design, UX writing, Usability testing, User research

Design Systems & Accessibility

Design systems, Component patterns, Accessibility, WCAG, Responsive web, Figma, Design critique, Product quality review, Design tokens

Technical Fluency

Claude Code, Codex, Cursor, React, TypeScript, JavaScript, Vite, Tailwind CSS, shadcn/ui, Supabase, Postgres/RLS, Deno edge functions, API integrations, Stripe, Resend

ADDITIONAL

Former professional football player in the CFL and Academic All-American at the University of Utah.