

Kyle Hamilton

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Experience

Staff Product Designer - Strava

August 2023 - Present

At Strava, I'm currently leading the design for the Feed and Search team. I am responsible for collaborating with my cross functional partners on various features within the home surface. Most recently I led the design of "Quick Edit" which enables users to edit their activities easily next time they are in the app.

Senior Product Designer - Polywork

January 2023 - August 2023

Polywork is a startup dedicated to helping users create the best online representation of themselves. When I joined, the company was transitioning from a "LinkedIn" competitor to a social media platform centered on connecting users based on their interests. During this period of frequent changes, I mentored and led a junior designer, guiding him through the challenges of the startup environment. Together, we developed strategies to manage his stress and tactics for effective upward management.

Senior Product Designer - Twitter

August 2021 - January 2023

At Twitter, I was responsible for planning, strategy, and execution across multiple workstreams. To successfully deliver what was best for the customer, I partnered with Product to ensure the achievement of business goals, Research to provide data-driven solutions, and Engineering to maintain the highest level of craft, all to create the best customer experience. Most recently, I focused on redesigning Twitter's home and interests experiences, which required contributing to multiple strategy and vision exercises across numerous platforms and surfaces.

UX Lead, Sports - Disney Media & Entertainment Distribution (DMED)

September 2019 - August 2021

While at Disney, I led all user experience initiatives within the sports vertical. That included any formative research, brainstorming, problem definition, and exploration of new or reworking of existing features. In addition to my sports-specific role, I was responsible for connecting and collaborating with our horizontal design systems team to ensure the complexity of the sports vertical was properly represented in the newly designed design system.

Associate Designer - Sr. Product Designer - ESPN

May 2012 - September 2019

Throughout my time at ESPN, I was able to work on a product used by millions of sports fans all around the world. I was fortunate enough to work on products that span all platforms and user circumstances. Some of the highlights of my time at ESPN:

- 2013 - Launched ESPN.com Redesign
- 2014 - Launched Fantasy Football and Baseball apps on iOS & Android.
- 2015 - Launched and lead the UX & Design for the first ESPN App on tvOS
- 2018 - Lead UX & UI of the new Watch & ESPN+ experiences across multiple platforms,

Education

Ringling College of Art + Design

May 2007 - May 2012

BFA, Graphic and Interactive Communication