

Justin Mason

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Education

University of Michigan

Ann Arbor, MI

Master of Science in User Experience Design

April 2026

Bachelor of Science in User Experience Design

April 2025

- **Awards:** Notable Capital NextGen AI Fellowship, \$20,000 U-M LEAD Scholar
- **Relevant Coursework:** GenAI in UX, Advanced Interaction Design, Accessible Web Design

Work Experience

Product Design Intern

Jun 2026 - Dec 2026

Homebase

San Francisco, CA

- Led the end-to-end overhaul of employee availability (shipping Q4 2026) by building high-fidelity interactive prototypes in Claude Code, conducting and analyzing a 15-participant usability study, and handing off the final spec to engineering against targets of 35% coverage and 19% data freshness.
- Restructured employee availability as separate reason-based entries that each have their own recurrence inputs, replacing a single weekly request that had to be resubmitted for any changes.
- Co-defined foundational interaction patterns for Homebase Assistant, standardizing how AI suggestions surface across Homebase's digital products and establishing shared design standards.
- Ran user research and usability testing across internal testers, manager, and employee interviews.

Product Designer (Digital Accessibility)

Jan 2026 - Apr 2026

University of Michigan

Ann Arbor, MI

- Designed, built, and shipped an AI tool that auto-remediates WCAG violations across slide structure, alt text, and formatting, reducing manual remediation time by more than 80%.
- Co-owned digital accessibility strategy across 50+ Canvas course sites by translating compliance requirements into prioritized, scalable remediation workflows.

Product Design Intern

Jun 2025 - Aug 2025

Handshake

San Francisco, CA

- Owned the core engagement email sent to 7M+ students end to end, leading user research, A/B testing, and the visual design of multiple variants, producing a 22.5% higher student rating for trust and clarity in testing, which informed the updated job digest email Handshake later shipped.
- Designed QA-ready prototypes for the job Promotion creation flow using internal design system components, partnering cross-functionally with engineering through spec and implementation.

Project Experience

Product Designer

Sept 2024 - Apr 2025

PlaySmart (SportsTech Startup)

Ann Arbor, MI

- Led 3 designers on a cross-functional team with 2 PMs and 6 engineers to design and launch a youth-athlete data platform, synthesizing product testing across 35+ schools and 300+ athletes into usability fixes and feature prioritization. Drew on prior work experience to shape design workflow.

Skills

AI-Native: Claude Code, ChatGPT, Cursor (high-fidelity prototypes built in React & HTML/CSS, deployed to Vercel), Great Question (AI-moderated research), Databricks CLI (behavioral data analysis)

Design: Figma, design systems, interaction design, visual design, motion design (Jitter), user flows, information architecture, prototyping, iOS and responsive web, accessibility (WCAG 2.1 AA)

Research: Usability testing, A/B testing, user interviews, journey mapping, competitive analysis

Collaboration: cross-functional product teams, product and digital strategy, systems thinking, user-centered problem-solving, attention to detail