

Kyle Hamilton

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Staff Product Designer with 16+ years shaping social and community products at scale — feeds, timelines, and home surfaces at ESPN, Twitter, Strava, and Nextdoor. A hands-on builder who ships his own products end to end, pairs deep UX craft with systems-level thinking, and uses AI to move from idea to working prototype fast.

Experience

Staff Product Designer – Nextdoor

March 2026 – Present

At Nextdoor, I design core product experiences that help neighbors build real-world connections, partnering closely with product, research, and engineering on the neighborhood feed and discovery surfaces. I use AI throughout my process — building working, code-based prototypes to test ideas in hours instead of weeks, and exploring AI-powered product concepts like neighbor-verified recommendations for local services.

Senior Product Designer – Strava

August 2023 – March 2026

At Strava, I led design for the Community Engagement team, collaborating with cross-functional partners across the home surface. I led the design of “Quick Edit,” enabling users to easily edit their activities in the app, and drove a multi-milestone vision for the activity card — the core unit of Strava's feed.

Senior Product Designer – Polywork

January 2023 – August 2023

At Polywork, I played a pivotal role in transforming the platform from a LinkedIn competitor into a vibrant social space focused on user interests, while mentoring a junior designer through a fast-paced startup environment.

Senior Product Designer – Twitter

August 2021 – January 2023

At Twitter, I led planning, strategy, and execution across various workstreams, collaborating closely with Product, Research, and Engineering. I concentrated on redesigning Twitter's home and interests experiences, engaging in strategic vision exercises across diverse platforms and surfaces to enhance user engagement.

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

September 2019 – August 2021

At Disney, I spearheaded user experience initiatives across the sports vertical — formative research, problem definition, and exploration of new solutions — while partnering with the horizontal design systems team to ensure the sports vertical's complexities were reflected in the new design system.

Associate Designer – Senior Product Designer – ESPN

May 2012 – September 2019

At ESPN, I designed products engaging millions of sports fans globally across diverse platforms. Key achievements:

- 2013: Spearheaded the redesign of ESPN.com.
- 2014: Launched Fantasy Football and Baseball apps on iOS and Android.
- 2015: Led UX and design for the inaugural ESPN App on tvOS.
- 2018: Directed UX and UI for the revamped Watch and ESPN+ experiences.

Education

Ringling College of Art + Design

May 2007 – May 2012

BFA, Graphic and Interactive Communication