

# Neev Seedani

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## EDUCATION

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### Stanford University

Stanford, CA

Double B.S. in Design (UI/UX) and Psychology (Visual Perception)

Expected 2028

- Coursework: Data Structures & Algorithms, History & Ethics in Design, Visual Making, Perception, Design for Health
- Breakthrough Ambassador, Collegiate Archery, Linguistics Undergraduate Researcher, Publicity Manager at AAAC

## WORK EXPERIENCE

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### Product Design Intern

Feb. 2026 – Present

Refactor (YC S24)

San Francisco, CA

- Redesigned brand identity and visual system across 10+ digital and print touchpoints, increasing brand recognition scores by 35% in user surveys.
- Created design system with 20+ branded assets and documented style guide, reducing design onboarding time by 50%.
- Led website redesign with WCAG 2.1 accessibility and mobile-first responsive design, improving mobile usability by 45% and reducing bounce rate by 22%.

### Product Design Engineer

Oct. 2025 – Present

Rezme

Stanford, CA

- Led redesign of website and product interfaces, delivering 15+ high-fidelity mockups and prototypes for clients including JPMorgan, Delta, and Workday, contributing to a 30% increase in client engagement.
- Established scalable design system with 50+ reusable components, reducing design-to-handoff time by 40%.
- Conducted 8+ product demos at conferences to 200+ enterprise stakeholders, contributing to a 25% increase in qualified leads.

### Product Design Intern

May 2025 – Present

UNICODE Consortium

Stanford, CA

- Designed Figma design systems for multilingual interfaces, creating 130+ UI/UX components supporting 6,000+ digitally disadvantaged languages and improving consistency by 60%.
- Built automated feedback infrastructure using Figma APIs, Zapier, and Make.com, reducing iteration cycle time by 80% and saving 15 hours/week.
- Architected full-stack screenshot library with React, MongoDB, and Supabase, managing 15,000+ blocks and 2M+ screenshots, reducing retrieval time by 70%.

### Design Researcher

Jan. 2026 – Apr. 2026

Stanford Center for Innovation and Design Research

Stanford, CA

- Conducted 30+ user interviews and synthesized findings into 5 personas, informing product strategy for a health and wellness platform.
- Iterated on a wellness prototype through 3 design sprints, presenting to partners including LG Health and Oneskin at the annual symposium.

## PROJECTS

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### osu!radio – Music Streaming Platform | *Electron, React, TypeScript, SQL, Figma*

Oct. 2025 – Present

- Designed and built a web-based music player for osu! beatmaps with playlists, queueing, looping, shuffling, and metadata display.
- Optimized performance by caching metadata and efficiently handling large song libraries.

## TECHNICAL SKILLS

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**Languages & Frameworks:** C++, Python, Java, React, Swift, JavaScript, TypeScript, MongoDB, Figma APIs, Zapier, Make.com

**Design Tools:** Figma, Photoshop, InDesign, Adobe Premiere Pro, Adobe After Effects

**Core Competencies:** Prototyping, Wireframing, Design Systems, Brand Identity, User Research, Accessibility (WCAG 2.1), Responsive Design