MILES SELLES

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EDUCATION

Stanford University **Stanford, CA**
Bachelor of Science; Electrical Engineering and Design (Human-Centered AI) *June 2027*

- Relevant Coursework: Product Design Methods, Advanced Product Design: Needfinding, Human Values In Design, Programming Abstractions, Programming Methodology, Visualizing Data

EXPERIENCE

Stanford Carta (Course Planning Application) **Palo Alto, CA**
Product Design Intern *September 2025 - Present*

- Designed end-to-end course planning experiences for **17,000+ students**; validated through **20+ usability tests**, **reducing navigation errors by 30%**.
- Built **AI-powered recommendation system** leveraging LLM-assisted prototyping and AI tools, cutting average planning time by **25%.**
- Developed **interactive node-based visualizations** translating complex structured data into intuitive, color-coded document templates with micro-interactions, collaborating closely with engineers to ship production-ready features.

MITRE **McLean, VA**
AI Design and Research Intern *June 2026 - August 2026*

- Designed an **AI powered interface** for NIST where operators query industrial system documentation, turning ambiguous requests into **clear visuals of affected devices, expected effects, and safety guards**.
- Translated capability map logic into guided forms for device lookups, safety checks, and action previews with **confidence scores and cited evidence**.
- Presented PROTEUS workflows to 40+ researchers and leadership, **shaping the project's pivot toward documentation interface**.

Outschool **San Francisco, CA**
Product Design Intern *June 2025 - September 2025*

- Built **50+ reusable Figma components** across a 3-platform enterprise design system **(web, tablet, mobile)** serving 10,000+ users, **reducing design-to-handoff time by 40%**.
- Audited accessibility gaps and wrote remediation guidelines adopted across 100% of new feature launches.
- Led 8 design sprints and critique sessions with 12+ engineers and designers in FigJam and Miro, **accelerating feature delivery by 2 weeks per cycle** and contributing to 2 multi-year partnership contracts.

SoundCloud **New York, NY**
Product Design (UI/UX) / Product Marketing Intern *June 2024 - August 2024*

- Conducted user research with 15+ participants across iOS, Android, and web, leveraging SQL and Python to **identify 3 critical navigation pain points driving a 12% drop-off rate**.
- Designed high-fidelity prototypes with micro-interactions that **increased artist profile engagement by 18% in A/B testing**.

LEADERSHIP & PROJECTS

MiLES. **Remote**
Independent Artist and Creative Director *March 2022 - Present*

- Designed sounds around TikTok's duet and stitch features, sparking **500+ fan videos, 4M+ views and Spotify Editorial placements.**
- Directed album art, motion visuals and music videos in Photoshop, After Effects and Premiere Pro, **earning Vevo DSCVR selection and syncs with Hyundai and Spike Lee's "Highest 2 Lowest."**

Juniper (Digital Journaling / Community Board Application) **Palo Alto, CA**
UX Design Lead *March 2024 - Present*

- Designed a **30+ element iOS design system for 200+ users across 7 locations**, grounded in **20+ needfinding interviews** and cutting inconsistencies 60%.

SKILLS & INTERESTS

Design & Prototyping: Figma, Figma Make, Sketch, Illustrator, Photoshop, After Effects, Wireframes, Interactive Prototypes, Microinteractions, User Flows, Responsive Design, Design Systems, Data Visualization, Accessibility (WCAG)
Research: User Research, Usability Testing, Mixed Methods Research, Personas, Journey Mapping, Heuristic Evaluation, Competitive Analysis, Information Architecture
AI & Development: AI Assisted Prototyping, LLM Tool Evaluation, Cursor, v0, Lovable, Vercel, Claude, ChatGPT, HTML/CSS, JavaScript, React, Python, SQL
Collaboration: FigJam, Miro, JIRA, Agile, Cross Functional Collaboration, Product Strategy, Human Centered Design