

Kenan Alsarabi

Principal Product Designer · AI Engineer

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SUMMARY

Product designer and AI engineer translating machine-learning infrastructure, high-dimensional data, and compute constraints into interfaces technical teams trust. RISD-trained; fluent in Python, PyTorch, and iOS development. Designs for scientists, engineers, and AI power users – and builds from the hardware layer up.

EXPERTISE

Design & systems	Human-computer interaction · B2B SaaS platforms · scalable component design systems · data visualization · strategic prototyping
AI engineering	PyTorch · deep learning · diffusion models · compute architecture · token latency & queue UX · synthetic data curation
Development stack	Python · Swift & iOS · serverless orchestration (Modal) · agentic development workflows

EXPERIENCE

Independent AI Research – technical R&D sabbatical

January 2024 – Present

Two years of research, coding, and prototyping where machine-learning systems meet human-computer interaction. Open-source utilities for model training, data ingestion, and inference.

- **Infrastructure UX** – an open-source video-generation interface for Wan 2.2 on Modal: serverless compute states, cold starts, and queue latency made legible in the UI.
- **Data curation** – a high-throughput desktop utility for dataset preparation: batch tagging and captioning across 10,000+ image-text pairs for model training.
- **Consumer execution** – a minimalist voice-to-ambient audio app, designed and engineered solo, shipped to the iOS App Store; production code written with agentic AI workflows.
- **Technical depth** – PyTorch fine-tuning of latent diffusion models on 32× H100 GPU clusters, working from arXiv papers as the design spec.

The MX Group – Senior UX Designer

February 2022 – January 2024

- Led end-to-end UX for Cummins’ digital transformation across international fleet-management applications.
- Built the unified design system that cut inconsistencies and accelerated engineering development cycles.
- Led the transition from legacy design tools to Figma and real-time collaborative design; the pilot feature compressed design-to-ship from 3 months to 2 weeks.

CloudZero – Lead Product Designer, founding team

February 2019 – September 2020

Directed product design and the first UX architecture for a real-time multi-cloud cost platform; the product scaled through 30× user growth.

- **Systems design** – built the component design system from the ground up, cutting engineering cycle time and accelerating feature deployment.
- **Enterprise data UX** – worked directly with the founding engineers to turn multi-cloud cost matrices into dashboards used by developers at major tech firms.
- **Early AI UX** – integrated early anomaly detection into the interface: real-time, granular cloud-spend alerts for engineering teams and VP leadership.

WuXi NextCODE Genomics – Product Design Consultant

October 2015 – May 2017

Led scientific UX for a population-scale genomics platform used by researchers at top institutions and international hospitals.

- Worked directly with machine-learning and genetics scientists on data visualization for rare-disease and DNA-sequence analysis.
- Redesigned dense scientific data models – data-visualization comprehension up 52%; onboarding time down 47%.
- Streamlined complex computational workflows – user calculation errors down 63%.

Additional experience – UX Engineer, Flight Centre Travel Group · UX Consultant, Deloitte Digital · UX Designer, TripAdvisor. Full history on LinkedIn.

EDUCATION

Rhode Island School of Design (RISD) – Digital Design Program, Graphic Design

Brooks Institute of Photography – BFA, Cinematography & Film/Video Production