

# JON KOPP

hello@jonkopp.com  
www.jonkopp.com  
1-312-809-9697



*A seasoned and accomplished design leader, program manager, technologist, and artist*

## EXPERIENCE

### Meta

2022 – 2024  
New York/Chicago

#### DESIGN PROGRAM MANAGER (*contract via TEKSystems*)

##### *Quest VR System UX Design Pillar*

- Collaborated with XFN peers and leads to maintain/elevate the design function within a 0-to-1 product design and development lifecycle for foundational Quest 3 core system features spanning the full XR continuum (VR, MR, AR)
- Piloted, implemented, and scaled across multiple VR sub-pillars a proprietary design capacity planning framework featuring cognitive-load-based sizing and machine-learning-based predictive functions
- Designed Jira workflows integrating Product and Content Design, Prototyping, and UXR teams; mapped I/O and collab points with PM and ENG functions

##### *AI Research (FAIR) Design Pillar*

- Evolved Design Ops culture and ecosystems in an enriched “skunk works” style design environment—with a goal to facilitate unfettered exploration of Generative AI models by replacing routine organizational procedures with lightweight human-centered alternatives

### Citi

2019 – 2022  
New York

#### SVP – DESIGN PROGRAM MANAGEMENT (*contract via Open Systems*)

- Co-led the rapid conception, design and build of RC3 (Risk & Control Command Center) a massively ramified data visualization and collab platform that —per OCC order—provided frameworks for risk management, data governance, and internal controls; co-piloted introduction of a *Design Thinking* based program framework
- Pioneered first phases of strategy + implementation of the Citi Design System (CDS)
- Architected solution for E2E Mapping: a POC project to map all user journeys and content areas in the citi.com pre-login ecosystem to a dynamic visual record
- Managed key measures in emergency rollout of Citi’s online COVID response messaging e.g. PPP microsites as well as decision-tree-based forms and FAQs
- Led Design Ops for redesign of citi.com pre-login home experience; integrated multiple journey, marketing, and content teams into headless CMS
- Developed strategy for a Jira based integration of design teams and workflows into Citi SDLC; managed rollout to 300+ Design team members across 20+ Domain teams; represented Design+Strategy to NAM Jira Strategy Committee

### Morgan Stanley /RR Donnelley

2019  
New York

#### DELIVERY MANAGER – DESIGN STUDIO

- Spearheaded Digital Transformation initiative for RRD/MS Creative Services unit
- Performed strategic analysis of workflow and workflow tools
- Architected/ presented digital production reboot with RRD to MS senior leadership

### Blue Label Labs

2018  
New York

#### SENIOR PROGRAM MANAGER (*contract via Russell-Tobin*)

- Produced a broad portfolio of mobile native, web, and device-based app design and dev projects with total scope in excess of \$1.5M

### Digital Pulp

2015 – 2016  
New York

#### SENIOR PRODUCER

- Projects included NYU/SPS Professional Pathways, NYU’s microsite for professional career education—with course catalog/shopping cart built using Angular + AEM

### Steinway & Sons

2014 – 2015  
New York

#### SENIOR PRODUCER/DESIGN/PRODUCT MANAGER (*Consultant*)

- Produced the Steinway Spirio, a new high-resolution player piano, through all stages of R&D, design, manufacture, and marketing
- Produced SteinwaySpirio.com; conceived web-based interactive narrative approach to illustrate complex product/brand story
- Conceived, proposed, got approval, and implemented 3-D printing as solution for small-batch fabrication of custom mechanical parts for Spirio components
- Produced design and development of iOS (iPad) app for interface of Spirio piano
- Integrated Agile Scrum methods into software engineering workflow



## PREVIOUS EXPERIENCE

### CHI & Partners

New York

#### SENIOR PRODUCER (*Consultant*)

- Produced OneHP, Hewlett-Packard's internal social and collaborative network connecting over 300k employees in 95 countries; introduced Agile framework

### Foundry 9

New York

#### FRONT-END DEVELOPER (*Consultant*)

- Developed presentation layer for Chase Financial Style, a gamified financial planning feature for JPMorgan Chase

### Vanderbilt-Ingram Cancer Center

Nashville TN

#### LAB TECHNICIAN (*Consultant*)

- Maintained suite of laser confocal microscopes, digital imaging hardware, and image acquisition software in a multi-user biomedical research facility

### Speak Truth To Power

New York

#### PRODUCER/FRONT-END ENGINEER (*Consultant*)

- Produced web site in conjunction with PBS and the Robert F. Kennedy Foundation
- Trained and supervised team of design and digital production specialists

### Sony Online Entertainment

New York

#### TECHNICAL PRODUCER

- Technical lead / manager for the Station@Sony.com, Sony's online gaming property
- Designed digital resource request process for SOE Game Service Integration group

### N2K Japan

New York + Tokyo

#### PRODUCER/ART DIRECTOR

- Co-developed cross-cultural branding and product development standards for N2K Japan sites including UI specifications for Japanese language users
- Designed, coded, and produced streaming content for DavidBowie.com
- Conceived and pitched new features and content to Bowie and his creative team

### Webstaff

Boston + NYC

#### DESIGN/TECHNOLOGY STAFF

- USInteractive – Art Director
- K2 Interactive – Web Developer
- Simon and Schuster – Tech support
- RainCastle – Webmaster
- Global Solutions – Multilingual page layout
- WGBH – Hardware|software support

### Cybersmith

Cambridge, MA

#### TECHNOSMITH

- Assisted and instructed first-time internet users in a retail cybercafe environment
- Poured lattes and cleaned toilets

### JET Program

Kyoto, Japan

#### AET

- Employed by the Japanese Ministry of Education
- Designed curriculum modules and taught in two Kyoto public high schools
- Conducted executive English classes at Nintendo Inc. world headquarters

## EDUCATION

### Parsons School Of Design

2011 – 2012  
New York

#### MFA PROGRAM – DESIGN + TECHNOLOGY

- Completed 30/60 credits towards MFA degree
- Areas of study included: Design Thinking, Game Mechanics, Interactive Narrative
  - Project: Kawataredoki*, Butoh improv + responsive projection mapped visuals
  - Project: Meateors*, classic arcade game via surrealist painter Mark Ryden

関西外国語大学  
Kansai Gaidai Univ.  
Osaka, Japan

#### CERTIFICATE: JAPAN STUDIES

- Full exchange program

Miami University  
Of Ohio

Oxford, OH

#### BACHELOR OF PHILOSOPHY, INTERDISCIPLINARY STUDIES

- Japan Focus