

Kristian Talley

Design Engineer

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Design engineer with ten years across product design and front-end implementation. I take complex enterprise workflows from research and Figma through to production React and TypeScript, and build the design systems that let small teams ship at scale. Currently an AI Interaction Designer at Cisco, working on AI-powered experiences and design system components for a global Webex audience.

EXPERIENCE

Cisco · San Francisco Bay Area

AI Interaction Designer

Sep 2025 – Present

- Design interaction patterns for AI and agentic features in Webex help experiences, taking work from research and Figma through to the production front-end code that implements it.
- Designed and built a full-stack retrieval-augmented generation prototype for conversational help search: a working application rather than a mockup, used by engineering as a reference implementation.
- Define how AI capability is surfaced to users — disclosure, fallback, and failure behavior — and encode those decisions as reusable design system components.

UI/UX Designer

Jul 2023 – Sep 2025

- Planned and ran comparative usability testing for a global navigation redesign; findings informed the shipped information architecture.
- Authored code-aligned design system components and the feature requirements and specifications that engineering teams build against.

Web Design Project Lead

Jun 2021 – Jul 2023

- Led a geo-distributed remote design team producing instructional visuals and motion graphics for Webex help.
- Built and maintained enterprise-scale Figma component libraries so a small team could serve a large organization without becoming a queue.

Web Designer

Jun 2019 – Jun 2021

- Designed a service-model approach that programmatically scaled production of instructional visuals and web assets for Webex help users month over month.

Trilyon, Inc. · contract at Cisco

Infographic Designer

May 2018 – Jun 2019

- Produced 2D and 3D networking diagrams, illustrations, page templates, motion graphics, and prototypes for end-user documentation.

Code Naturally, Inc. · Santa Cruz, CA

UX Designer & Director of Curriculum Development

Apr 2016 – Apr 2018

- Owned UX for the learning product and designed a JavaScript curriculum teaching computer science fundamentals through web app and game development.

SELECTED PROJECTS

- **LLM Fortress** — Game architecture that inverts the usual pattern: the language model drives character voice only, never world state. React and TypeScript.
- **JavaScript sketchbook** — Ongoing generative and creative-coding work in p5.js, Three.js, WebGL, and the Canvas 2D API.
- **Open source** — Contributions to The Coding Train and Zero To Mastery, Hacktoberfest 2023.

SKILLS

Design Figma, design systems, component libraries, user research, usability testing, prototyping, WCAG accessibility

Front-end React, Next.js, TypeScript, Tailwind CSS, JavaScript, Node.js, Vite, HTML/CSS

Creative code p5.js, Three.js, WebGL, Canvas 2D

AI RAG pipelines, agentic search, LLM integration, Model Context Protocol, Elasticsearch, self-hosted models (Ollama)

EDUCATION & CERTIFICATION

University of California, Santa Cruz — B.A., Computer Graphic Design, Studio Art, Education, and History of Art & Visual Culture, 2014. Exchange semester at Bilkent University, Ankara, Turkey.

CareerFoundry — UX/UI Design, 2017 · **Meta** — Advanced React; Programming with JavaScript