

Luke Woods

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EDUCATION

Bachelor of Science: Computer Science, Human-Computer Interaction Emphasis

Brigham Young University

Minor in Business Strategy

- GPA 3.92
- Brigham Young Academic Scholarship 2024, 2025, 2026
- Co-President, UX Design Association

Apr 2028

Provo, UT

EXPERIENCE

Lucid Software (Visual Collaboration Platform, 100M+ users)

May 2026-Aug 2026

Product Design Intern

South Jordan, UT

- Designed the AI chat panel bringing Lucid AI to the docs list, shipped GA to all tiers in 12 weeks
- Prototyped 4 layouts, tested with 12 users in 5 countries, driving the shipped panel and full-page design
- Built the A/B test and metrics plan for layout default and adoption, guiding post-launch iteration
- Shipped a compact result component to Lucid's AI design system, raising visible results from 3 to 7

Awardco (\$1B+ Employee Recognition Platform)

Oct 2025-Apr 2026

Product Design Intern

Lindon, UT

- Redesigned authentication across login, MFA, SSO, recovery, and SMS on web and mobile
- Built and tested coded prototypes with 20+ users, iterating from usability findings
- Cut login time 25% and increased successful sign-ins 4.5% with email-first routing by org config
- Implemented designs in feature branches, partnering with front-end engineers through QA and release

Pattern (NASDAQ: PTRN, \$3B+ Revenue Ecommerce Accelerator)

Jan 2025-Oct 2025

Product Design Intern

Lehi, UT

- Rebuilt the report builder for marketplace performance analysis, enabling multi-metric comparison
- Re-architected reporting workflows, automating analysis and saving customers 400+ hours per week
- Led 50+ user interviews and usability studies, translating research into roadmap priorities

HOTH (Encrypted Messaging Startup, \$17M from Lachy Groom and Bedrock)

Aug 2024-Dec 2024

Product Design Intern

Provo, UT

- Established HOTH's first design system, tokenizing typography, color, and reusable components
- Cut time-to-value 30% by adding Google SSO and key download, storage, and recovery flows
- Designed end-to-end flows for investor demos and roadmap validation

LEADERSHIP

Figma

Aug 2025-Apr 2026

Campus Ambassador

Provo, UT

- Taught collaborative design and prototyping to 100+ students through workshops and hackathons
- Planned and ran 4 campus events driving Figma EDU signups and design community growth

SKILLS & INTERESTS

- Skills: Figma, prototyping, design systems, user research, usability testing, A/B testing
- Technical: React, TypeScript, SwiftUI, Java, Claude Code
- Languages: Fluent Spanish (two years in southern Chile)
- Achievements: 3rd place, AI category, Lucid internal hackathon (400+ participants)
- Interests: Building iOS apps, raising a Cuban rock iguana