Sean Smith

PRODUCT DESIGNER & BUILDER

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Sixteen years designing native and web products, from founding designer to Microsoft via acquisition of MileIQ, where I continued to build the suite of apps from zero to one. Later I led Outlook Mobile and Mac's small but mighty design team as a player and coach. When I decided to leave, I wanted to go deep into design and building again, directing teams of agents at a high level and crafting the details by hand. My goal is to go deep with a small team, carving and crafting world-class experiences at speed.

SEAN SMITH DESIGN

Product Designer & Builder

Nov 2025 to Present

GHOSTTIES

Dec 2025 to Present — *ghostties.org*

- Open source multi-agent terminal for running parallel agent threads, built as a fork of Ghostty.
- A workspace sidebar with a choice of project view, session view, and more coming soon, plus a built-in browser and an MCP/CLI surface. Zig and Swift.
- My daily driver, and a continuous iteration looking ahead to persistent agent experiences.

BRUKAS

Dec 2025 to Present — *brukas.app*

- AI focus coach for iOS & Mac. Type what you're stuck on; a short conversation with the Brukas harness pulls you into one focused timer.
- Crafted a new design system, Warm Clay & Dark Espresso, with Claude Code, Paper, and Xcode, evolving from canvas to code to production.
- Native Swift and Supabase, using OpenRouter to experiment with multiple models and craft the system prompt and agent harness.

STEALTH FINTECH

Feb to May 2026

- Partnered with the founder of MileIQ on two early-stage fintech concepts, owning product, design, and build. Both idea to demo-ready for continued research.
- Designed early concepts in Paper and Claude Code, using MCP connections to blend canvas and code.
- Designed and shipped demos in React, Next.js, and Expo, prototyping directly in code and deploying on Vercel, Supabase, and Render.

MICROSOFT, OUTLOOK MAC & MOBILE

Principal Design Manager & Principal Design Lead

Feb 2021 to Dec 2025

- Led design for Outlook's native iOS, Android, and Mac apps through 2x+ MAU growth.
- Launched and refined the new Mac app, introducing a multi-profile experience to balance work, life, and blended views.
- Explored how to bring LLMs into Outlook from early 2022, months before ChatGPT launched, looking past chat toward intelligence built into the product.
- Originated the Dynamic Action Button concept that evolved into a core component of Microsoft's company-wide Copilot Design System.
- Aligned Copilot Drafts across five platforms (mobile, tablet, Mac, web, Windows) with a decision framework that became a standard beyond Outlook.
- Led the modernization of the Outlook Mobile & Mac design systems, creating a new foundation with tokens, variants, and variables.
- Grew a global team from 6 to 11 as a player and coach.

CONTACT

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SKILLS

Craft & Systems

Product design, interaction design, platform-native design (iOS, macOS, Android), component-based design systems, prototyping in code, user research

AI-Native

Agent and AI product UX, agentic workflows, multi-agent orchestration, agent skill authoring, MCP, CLI

Domains

AI products, agent tooling, developer tools, productivity, consumer apps, fintech

Tools & Platforms

Figma, Paper.design, Pen.dev, Claude Code, Cursor, Swift, TypeScript, React/Next.js, Supabase, Vercel; iOS, macOS, Android, web

PROFESSIONAL DEVELOPMENT

Future London Academy
Executive Programme for Design Leaders ("Design MBA") | 2025 to 2026

Designer Fund
Design for Business Impact | 2019

EDUCATION

Art Institute of California, San Francisco
Graphic Design | 2007 to 2010

Academy of Art
Graphic Design | 2006 to 2007

MICROSOFT, MILEIQ POST-ACQUISITION

Senior Designer & Senior Design Manager

Dec 2015 to Jan 2021

- Ran as a startup inside Microsoft, mostly autonomous, taking products from zero to one through research, prototyping, and iteration.
- Led design across MileIQ, Spend, and Visits for SMB and consumer users as the suite scaled toward enterprise, running user research and usability studies to find product opportunities.
- Led design for Money in Excel, pulling live bank data via Plaid into smart Excel templates, helping people with their budgeting by building into the tool they were already using.

MOBILE DATA LABS (MILEIQ)

Founding Designer

Jun 2015 to Dec 2015

- Created the design vision for the IQ suite with the founders and lead PM, designing an ML-driven experience that automates administrative chores to give people time back to do more.
- Modernized the design system in Sketch, Principle, and Zeplin, and later Figma, working closely with engineers to refine existing elements and define patterns that still last 11 years later.
- Early vision sprints and a focus on quality design and craft in this short time contributed to Microsoft's acquisition of MileIQ.

BEST APPS MARKET & FETCH

Founding Designer

2012 to 2015

- Joined as founding designer of an Android app store alternative to rapidly evolve the experience, working with a team of human reviewers who mapped app and game traits into a categorization and recommendation system.
- When Material Design 1 launched, I redesigned the app and learned to code the Android front-end XML, since the small engineering team did not have capacity.