Michael Kwok

Design Engineer

Los Angeles-based Design Engineer obsessed with bringing ideas into reality.

Currently working on all things AI & Data at Block. MA, HCI+Design, UW. 6 YOE.

michaelgkwok@gmail.com | michaelgkwok.design | github.com/kwokm | linkedin.com/in/michaelgkwok

Experience

AI Design Engineer Fellow, Block

Jan 26 - Present

Selected from 1,000+ candidates for Block's inaugural Builder Fellowship.

Redesigned web task creation & tracking frontend for BuilderBot, Block's cloud agent orchestrator.

Built a bridge for cloud agents to view and edit Block enterprise Figma files.

Designing Square's next-gen reporting and insights components for the MCP UI era.

Masters Capstone, Meta Reality Labs

Jan - Aug 2025

Social Sonar — Spatial audio for Ray-Ban Meta smart glasses that gives you "friend echolocation". Like AirTags, but for people.

Solo-coded multiple prototypes in 2 months, validating spatial audio & interaction concepts with Meta's Research Audio team.

Masters in HCI+Design, University of Washington

Jan - Aug 2025

Intensive 11-month reset. Explored beyond commercial UI into experimental interfaces, physical computing, and further developed my prototyping & building skills.

Product Designer, Early Career

Jan - Aug 2025

Three years of growth. Learned to ship code in startup, refined my eye and style flexibility in agency, and ran the full pipeline when I was freelancing.

Employers: Securitize, Butchershop Global, Freelance

Skills

Design

Prototyping • Generative UI • AI Co-design • Interaction Design • Multi-modal Interfaces • Generative Graphics • Motion (Web & Video) • Product Design • 3D

Technical

Web (React, Next, Tailwind, shadcn) • Agent Harnesses (Claude Code, Codex, Cursor, v0) • MCP/Skill Authoring • Agent Orchestration • API Design & Integration • Git

Education

University of Washington

2025

Masters, Human-Computer Interaction + Design

General Assembly

2020

UX Design Immersive

University of Pennsylvania

2014–2018

B.A. Economics, Minor in Computer Science