

Michael Kwok 곽수경

Design Engineer  obsessed with building ideas into reality. Designing AI developer tools  at Block.
Building  with them too. Masters in HCI+Design  from UW.

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Experience



AI Design Engineer Fellow, Block

Jan 2026 - Present, Seattle

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

Over 30,000 lines of code pulled into BuilderBot, Block’s open source cloud agent orchestrator.

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

Bonus: Encoding taste into agents for more maintainable systems. Early wins: 1-bit pixel art, risographic styles, skill chains.



Masters Capstone, Meta Reality Labs

Jan - Aug 2025, Seattle

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 concepts with Meta’s Research Audio team.



University of Washington, Masters in HCI+Design

Sep 2024 - Aug 2025, Seattle

Intensive 11-month reset. Explored beyond commercial UI into experimental interfaces, physical computing, and what’s next.



Product Designer, Early Career

2021 - 2024, Remote

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

Selected Clients: Posit (RStudio), Zenefits, Provenance Blockchain

Employers: Securitize, Butchershop Global, Freelance





Skills

Best at: moving stuck things forward, picking up new tools fast, and caring about technology more than I probably should. And also...

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

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

Education

University of Washington 2025, Seattle
Masters, Human-Computer Interaction + Design

General Assembly 2020, New York City
UX Design Immersive

University of Pennsylvania 2014-2018, Philadelphia
B.A. Economics, Minor in Computer Science