Michael Kwok 곽수경 郭绣像

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

Most recently working on all things AI & Data at Block. MA, HCI+Design, UW. 5 YOE.

Experience

Block AI Design Engineer

Jan 2026 - Oct 2026

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

Redesigned web task creation & tracking frontend for Block's cloud agent orchestrator and built a remote MCP bridge so agents can view & build from enterprise Figma files.

Built insights delivery & data exploration features for Square's next-gen reporting platform.

Meta Reality Labs Masters Capstone

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.

Freelance Design Engineer

2022 - 2025

End-to-end design and implementation of design systems, complex dashboards, motion-driven marketing sites and data pipeline definition across two years of independent work.

Butchershop Global Product Designer

2021 - 2022

Designer for a digital transformation agency. Worked with larger corporate clients while absorbing diverse design sensibilities from an amazing creative team.

Selected Clients: Posit (formerly RStudio), Zenefits

Securitize Creative Technologist

2020 - 2021

Main designer & top code contributor to Securitize's marketing site. Securitize is a Web3 company broadening access to alternative assets and private equity investments.

WithYou Mobile Product Design Intern

2020

Redesigned a mobile app focused on rewarding communities for connecting with local businesses.

michaelgkwok.design kwokm 702-882-1277

Education

University of Washington Masters in HCI+Design

2024-2025

11-months of growth where I better defined my strengths as a designer & builder. Explored beyond commercial UI into multi-modal interfaces, physical computing, and further developed my prototyping & building skills.

General Assembly UX Design Immersive

2020

University of Pennsylvania B.A. Economics, Minor Computer Science

2014 - 2018

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