

Jorge Garcia

Product Designer · AI-Native Design · Multi-Agent Systems

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Product Designer with 12+ years of experience shipping enterprise and consumer products at scale. Currently architecting multi-agent AI systems at AWS that transform unstructured input into production-ready deliverables in under 15 minutes. I design beyond the screen — building agentic workflows where the prototype is the production foundation, intelligence is embedded as a participant not a feature, and design time becomes thinking time. Python literacy gets me in the door; the real superpower is knowing what to do with information — architecting AI-assisted workflows that turn raw input into the artifact or outcome a user actually needs.

EXPERIENCE

Sr. Product Design Technologist · Amazon Web Services · 2021 – Present

- Designed and launched an AI-native design generation platform producing production-ready React frontend from natural language — 96 components, 36 patterns, 2,000+ users across 10 Amazon design systems.
- Architected a multi-agent system (8 agent workflows) that transforms unstructured ideas into funded specifications — visual design, infrastructure planning, cost estimation, and spec document assembly in under 15 minutes.
- Built an 11-agent self-serve onboarding system that ingests external design systems from any source, assesses completeness, auto-fills gaps using pattern recognition, and produces coded foundations in the customer's framework (React, Vue).
- Designed intelligent gap-filling agents that cluster questions by blast radius — one question resolves 40 gaps vs. asking 40 separate questions, minimizing customer input while maximizing output quality.
- Building a proactive context-aware awareness system using MCP orchestration — surfaces role-relevant information based on priority and availability, replacing manual monitoring across Slack, email, and internal tools.
- Pioneered an infrastructure-as-prototype methodology: coded prototypes become the production codebase, eliminating the traditional design-to-development handoff gap. Customer-facing sales tool POC became the MVP foundation launching July 2026.
- Socialized AI-native prototyping workflows across UX and engineering orgs using Claude Code, Kiro, and Quick Suite — now the standard approach in the service team.

Product Designer · Albertsons Companies · 2019 – 2021

- Helped establish UX practice from zero — built team structure, rituals, and process alongside VP of UX where none existed (1 designer under engineering).
- Redesigned checkout and delivery scheduling from spreadsheet-style UI to real-time validated slot selection — deliveries grew from ~3 drivers/store to 50–80 deliveries/day across 2,000 stores.
- Designed native Android picking app with multi-sensory UX (haptic feedback, audio cues, light signals) after dog-fooding the picking process in stores — replaced the warehouse handheld system that couldn't handle order volume.

UX Designer · Macy's · 2014 – 2019

- Led design system initiative for Macy's and Bloomingdale's — researched approaches with Salesforce and Yelp teams, established the component library and the evangelization strategy.
- Guinea-pig team for lean methodology adoption — two-week sprints shipping to production with feature flags, became the model taught across the e-commerce org.
- Led the responsive migration from three separate codebases (mobile, tablet, desktop) to a unified responsive framework.

UX Designer · Sprout Designs · 2011 – 2014

- First UX role — restructured GoPro's information architecture across marketing, e-commerce, and video upload properties; designed responsive layouts that contributed to significant upload growth.

SKILLS & TOOLS

Multi-agent orchestration · AI workflow architecture · Prompt engineering · Agentic RAG · Python literacy · Claude Code · Claude Cowork · Kiro · Quick Suite · Figma · Axure · React · Design systems at scale · Interaction design · User research · Service design · Information architecture

EDUCATION

Humanities, Non-Profit Administration — New College of California (2007 – 2008)

Design and Industry — San Francisco State University (1996 – 1999)