

Kyle Palermo

I'm a product designer working on AI-native data and developer tooling. I work from requirements gathering through interaction and visual design, technical validation, and hands on work in the codebase. My process combines modern agentic workflows, traditional craft, and an obsession with making — from creative coding to typography to AI tools to web applications.

Product designer @ Dagster Labs

/ April '25–present

Lead designer for Dagster+ and open source product surfaces in fast-paced, eng-led and demo-driven environment.

- Led design on first-of-kind agentic data engineering features, including context pinning for agent-led developer workflows, deploying agents in-app to tackle code fixes, conversational diagnostic/error summaries, and proactive anomaly detection.
- Owned design for Dagster's 2026 product vision alongside CTO and head of product.
- Drove complete overhaul of Dagster onboarding experience, from signup through project scaffolding to first commit; defined and tracked growth metrics and led incorporation of agent-supported new user workflows.
- Trusted to lead design for unblocking our largest deals/renewals; owned major enterprise-facing surfaces such as billing and RBAC.
- Regularly shipped UI improvements, design systems updates, bugfixes, and new product features to production code base (~500 commits to prod in year 1).

Senior UI/UX designer → product designer @ Fivetran

/ Oct '22–Apr '25

Owned design, UX, and strategy across high-impact product, docs, and web surfaces.

- Designed for growth and activation, including account reactivation, pricing strategy, and conversion flows, and AI connector builder, with heavy emphasis on testing and UXR.
- Designed and engineered internal tools, including enterprise ROI calculator and APIs for sharing complex product data across app UI, docs, and marketing surfaces.
- Led design for Fivetran Managed Data Lake service, including UX vision, integrating feature into existing setup experience, and technical validation across integrations.
- Drove and owned design for total docs overhaul, including ground up search experience redesign, new API reference, connector library, and homepage IA and visual design.

Senior designer x developer @ NextRoll

/ Aug '21–Jul '22

Owned development, codebase, and design for nextroll.com.

- Shipped new pages/features/components supporting legal, recruiting, and content teams; modernized design system and retired legacy code.
- Led redesign/rebuild of job board during period of rapid hiring, eliminating vendor dependencies and implementing modern Vue/Laravel/fuse.js architecture.

Freelance visual designer

/ Aug '19–Aug '21

- Focused on editorial illustration, motion graphics, and data visualization, primarily for editorial clients.

Manager, Brand design and communications @ Stanford University

/ Oct '15–Aug '19

Led visual identity, design systems, and content strategy for a major Stanford research center, supporting a \$30M+ annual fundraising program.

- Managed vendors and high-visibility, large-budget design projects, including architectural branding of a \$70M campus building, a 100-year anniversary fundraising campaign, and keystone brand publications.
- Managed development of org's first brand identity system and developed first web-based brand and asset toolkit.
- Designed and developed marketing and fundraising emails, digital fundraising tools, and digital storytelling experiences.

portfolio: kylepalermo.com

github.com/kylespalermo

linkedin.com/in/kylepalermo

kyle@kylepalermo.com

Education

MFA, Communications design
Pratt Institute

Graduated with distinction. Focused on creative coding, data visualization, and experimental web development.

BA, Political science (minor economics)
San José State University

Technical overview

React/Next, Nuxt/Vue, vanilla javascript, accessibility, semantic HTML, advanced CSS, Storybook, d3, three.js, Git, Python, SQL, data pipelines, AI/LLM tooling, agentic coding workflows.

Creative background

Data visualization, motion graphics, data journalism, UX research, creative coding, typography, editorial illustration, printmaking, photography, print production, copywriting and editing.

Sent from the foggy western shore of
San Francisco, California