

Kyle Hoyt

Design _____

Summary

Designer with 25+ years of experience across startups, Fortune 500s, and top agencies

Specializes in design systems, AI/ML product design, 0-to-1 product development, design team leadership, consumer UX, branding and illustration. Based in San Francisco.

Experience

Design Lead

Multiply · 2023 – Present

Founding designer who took a fintech mortgage startup from zero to nine-figure annualized loan volume. Built the end-to-end consumer and backend product, design system, and brand from scratch. Leading AI integration in mortgage processing workflows including document collection, comparison, and pricing analysis.

Staff UX Designer / UX Manager

Google · 2015 – 2023

7+ years across Google Shopping and Google Express, designing for a platform with 1.2B+ monthly product searches. Managed a horizontal team of 6 designers supporting a 30+ member UX team in the development of visual design solutions and design systems.

- AI Product Design: Lead designer for Google Buying Guide, one of Google's first publicly launched AI search experiments on Google Search, as well as ML for cart recommendations.
- Design Ops & Figma: Overhauled Consumer Shopping UX org's entire Figma file architecture, auditing hundreds of files, resolving discoverability for multiple teams, and publishing a standardized template library.
- Systems: Established foundational grid, typography, and component systems underpinning a major Google Shopping redesign; aligned patterns to core Google Search Design System.

Senior Interaction Designer

Motorola · 2014 – 2015

Established the UI visual language for the Nexus 6, the flagship Android 5.0 device and first major Material Design application. Designed end-to-end IoT UX for connected accessories including early wireless earbuds (pre-AirPod). Led visual UX for the Moto voice assistant.

Principal Designer

Frog · 2010 – 2014

Led visual design for Fortune 500 clients including Disney, Nokia, Skype, Intel and IKEA across San Francisco and Amsterdam studios.

Design Manager

Slide · 2009 – 2010

Oversaw 20+ designers, artists and animators across multiple social networking game properties.

Earlier Roles

Design Director at Busse Design · Senior Designer at Red Hat · Founder at Piximix

Skills

Design Systems · AI/ML Product Design · 0-to-1 Development · IoT & Hardware UX · Consumer, E-commerce & Fintech UX · Branding · Illustration · Design and Cross-functional Leadership

Education

B.S. Graphic Design

University of Cincinnati, DAAP 1993 – 1998