

# Paul Forgione

Senior Product Designer with a strong technical background, including FDA-approved SaMD (Software as a Medical Device) technologies.

Engages collaboratively with Product teams to define product goals, contributing to the development of more cohesive design and product experiences. Passionate about sharing knowledge, and enthusiastically mentoring junior designers.

<https://forgi.one>

[linkedin.com/in/paulforgione](https://www.linkedin.com/in/paulforgione)

[paulforgione@gmail.com](mailto:paulforgione@gmail.com)

1 203 788 4278

## Experience

### **Olympus** • Senior Product Designer

2024 - Current

Introduced modern design processes to a 100+ year old medical company. Created and executed a vision for AI and Machine Learning in Endoscopy while working through regulatory and organizational hurdles.

- Designed and delivered an app ecosystem for Endoscopic AI algorithms ahead of timelines.
- Worked with leadership to envision a high value, lower-cost Video Recording software to encourage hardware adoption, enabling long-term AI sales opportunities.

### **Automattic** • Senior Product Designer

2022 - 2024

Developed a vision for editing the web on mobile while raising the quality bar for the company's app offerings. Led growth & retention efforts, & designed paid features to increase revenue per user.

- Created more than \$560k in annual revenue while navigating complex corporate policy, overcoming resistance to paid features.
- Remotely led idea generation, voting process, and prioritization of work for the division through a period of change, resulting in a revenue-focused project roadmap.

### **Stealth Startup** • Design Lead, Design Advisor

2021

Lead Product Designer, Product Manager and Web Developer of a small, early-stage startup. Led design processes to bring an engineering proof-of-concept through to a cross-platform, chat-based medical application now in beta testing for iOS and Android.

## Education

### **Rochester Institute of Technology**

Bachelor of Fine Arts (BFA)  
in New Media Design

## Skills

**UX Design**

**UI Design**

**Prototyping**

**Information Architecture**

**Visual Design**

**Design Systems**

**User Research**

**Human Factors**

**Creative Direction**

**Figma**

**Google Stitch**

**Sketch**

**Adobe Creative Suite**

**Gemini, Claude, ChatGPT,**

**AntiGravity, Claude Code,**

**Stable Diffusion, N8N**

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### Stealth Startup (cont.)

- Visualized the company brand via a whole-company exercise, and used that brand to build a prototype application to help make concrete the company goals, reducing time-to-market by 3 months.
- Designed and deployed the company marketing website resulting in 200 closed beta participants with over 50 user tests to find product-market fit.

### Tidepool • Senior Product Designer

2017 - 2020

Core designer of an FDA-regulated, automated insulin delivery iPhone app for Type 1 Diabetics. Worked closely and iterated with the Human Factors team, balancing short-term FDA requirements and long-term design vision.

- Developed a novel FDA submission process for a first-of-its-kind medical application. Successfully collaborated with the FDA, shortening the approval process to months, rather than years.
- Navigated the design team from Sketch to Abstract to Figma. Worked collaboratively with FDA Reviewers to establish an approved digital version control system for software design.
- Learned Human Factors and Prototyping skills; Published and presented an open-source library of data visualizations to industry peers.

### Google • Interaction Designer

2014 - 2017

Design lead for Chrome & Android security teams, focused on biometrics, authentication methods, and browser security features. Introduced the design process to internal teams across Google, improving usability.

- Established lines of communication between various security teams at Google, leading to novel, collaborative features such as Fingerprint Gestures and Cross-device Authentication.
- Published guidance on how best to inform users about new features. Led research to identify best practices, and saw a 15% increase in new feature use.
- Educated more than 2000 engineers about the design process.
- Implemented design reviews for internal tools, reducing development time by 10%.

## Professional Development

**Lead User Research sessions** at Olympus to hone my UXR craft while providing bandwidth to the dedicated research team.

**Adjunct Professor** of New Media Design at Rochester Institute of Technology.

Published **Material Design specifications** for **User Education** at Google.

Published **open-source healthcare data visualization design system** at Tidepool.