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# Pat Capulong

**Product Designer**  
[www.patcapulong.com](http://www.patcapulong.com)

[me@patcapulong.com](mailto:me@patcapulong.com)  
310.227.3228  
Torrance, CA

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## EDUCATION

### Massachusetts Institute of Technology

Class of 2015

Mechanical Engineering, Electrical Engineering & Computer Science (2A/6-2)

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## SKILLS

End-to-end Product Design  
UI/UX Design  
Visual Design  
User Research & Testing  
User & Task Flows  
Storyboarding & Wireframing  
Prototyping  
Sketching & Illustration  
Branding & Identity  
Web Design & Development

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## TOOLS

Figma  
Sketch, Affinity Designer  
Framer, Keynote  
InVision, Zeplin  
Amazon Mechanical Turk  
Adobe Creative Suite  
HTML / CSS / JavaScript  
Python, MATLAB  
Java, C, Arduino

## WORK EXPERIENCE

### PayPal Honey Lead Product Designer

Aug 2020 — Apr 2023 (2 yrs 9 mos)

Managed a team of 4 for Honey's Shopping Tools vertical, leveling up the workflow and craft of brilliant but more junior designers—while also shipping product as an IC. After 6 months I took over design systems, modernizing our component libraries and building out our federated working model with ambassadors from design and engineering. In Q4 2022 I moved to the PayPal Rewards team to ship incentive products like Cash Back Challenges and Offers.

### Honey Sr. Product Designer

Mar 2019 — Aug 2020 (1 yr 6 mos)

Hit the ground running leading the design for Honey's new financial products vertical, shipping Honey Pay Lending and Gift Card Deals from 0 to 1. After launching these I shipped major features for every product in the Honey suite, including Extension, Droplist, Rewards, and Shopping.

### One Dajjo Product Designer (Contract)

Dec 2017 — Mar 2018 (3 mos)

Rethinking product specifications and distilling complex financial processes into elegantly simple and useful flows. OneDajjo is working on providing affordable loans to traditionally underserved populations around the world, starting with countries in Southeast Asia like the Philippines. #designforgood

### Reach Labs Chief Design Officer

Jan 2015 — Jul 2017 (2 yrs, 6 mos)

Sole designer with hands on all things design for a Y Combinator hardware startup inventing long-range wireless power. Worked with designers from Facebook, Ammunition, Whipsaw, and more to create beautiful hardware and digital products, branding, and web/mobile app designs.

### Apple Product Design Intern

Jun 2013 — Aug 2013 (2 mos)

Worked on the 12" MacBook two years before its release. One of the coolest innovations from this product? Terraced battery cells. My co-intern and I helped increase the capacity of the cells by up to 6%.