ZACH KOZAC

SKILLS

- Design leadership
- Hiring + coaching
- Process design
- Product strategy
- Product vision
- Design systems
- IA/System design
- User research
- Facilitation
- Data analysis
- AI workflows

TOOLS

- Figma
- Claude/ChatGPT
- Webflow
- Analytics tools
- Google apps
- Adobe CC

CONTACT

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Design leader who's built, managed and unified teams, systems and products for 18+ years across complex and compliance-heavy industries. Pushing for user needs and tying design to measurable outcomes wherever I go.

EXPERIENCE

Arine ▪ Head of Design ▪ Mar 2025 - Oct 2026

Built the design department from 0 to 4 designers, fostered new processes and AI-tooling to support growing needs along the way. Launched a 22-member User Advisory Board, driving 200% more user feedback. Aligned leadership on a product vision that helped set Q1 '26 priorities; cut operational ticket cycle time 20%.

DroneDeploy ▪ Staff Product Designer ▪ Apr 2020 - Mar 2025

Player-coach leading 5 designers. After a 2022 acquisition, led the year-long unification of aerial and ground products (2K+ MAUs each) into one platform. Led execution and retrofitted IA and design system across 97 pages. Launched with a 112% increase in contract value and later an acquisition by ProCore technologies.

Granular ▪ Lead Product Designer ▪ Dec 2017 - Apr 2020

Led design for Granular Insights from field research to launch, the most successful launch in company history: 13.5K farms and 19M+ acres in two months. Co-founded the design system and mentored a remote design team through the Corteva acquisition.

Parsable ▪ Senior Product Designer ▪ Apr 2016 - Oct 2017

Designed the brand and flagship SaaS platform for enterprise manufacturing, CPG and energy customers. Led on-site customer research and shipped Issue Collaboration, a competitive differentiator that drove 2,800+ issues, 800+ resolutions and 10K+ messages.

RJMetrics ▪ Lead Graphic Designer ▪ Mar 2012 - Dec 2015

First designer, partnering directly with the founders and C-suite as the company grew from 18 to 140 employees. Built the visual identity and design language, helped shape marketing strategy, and designed the marketing site and product experiences.

Jarvus Innovations ▪ Creative Director ▪ Mar 2010 - Mar 2012

Led brand and design across all client work, including The Roots, TEDx and the University of Pennsylvania. Hired and mentored the studio's first junior designer and design intern as the team grew.