



Emilio Benson

Staff Product Designer, Agentic Coding

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SUMMARY

Staff Product Designer with 13 years shaping **developer tools**, enterprise platforms, AI assisted workflows, and products for **technical users**. Leads product direction across interaction design, visual craft, prototyping, research, and production collaboration. Recent work covers live coding sessions, **multi agent** workflows, human approval, observability, permissions, recovery, and cross platform design systems across web, desktop, IDE, and mobile surfaces. Turns ambiguous technical capabilities into clear experiences that help people see activity, assess risk, make decisions, and intervene with confidence. Works closely with product and engineering partners, using **interactive prototypes**, usage evidence, telemetry, and focused TypeScript and React changes to move ideas into shipped software. Brings sustained Staff level individual contributor leadership and can help teams create thoughtful, governable products for complex technical work.

EXPERIENCE

Staff Product Designer, AI Developer Workspace

VectorForge Software 📅 January 2023 - Present 📍 Austin, TX

Leads product design for an AI assisted developer workspace spanning web, desktop, IDE extensions, and mobile review surfaces. Sets interaction direction for coding, testing, approval, governance, and recovery workflows while partnering directly with product and engineering.

- Defined live models for parallel coding sessions with status, **approvals**, intervention, and recovery paths.
- Built interactive prototypes that clarified **watch**, **co drive**, branching, and handoff behavior before architecture decisions.
- Shipped focused TypeScript and React changes with engineers, improving responsive states, accessibility, and visual detail.
- Established reusable principles for **transparency**, permissions, observability, error recovery, and human approval across workstreams.
- Evolved shared patterns across dense **desktop** workflows and **mobile** approvals using research, telemetry, and field feedback.

Principal Product Designer, Enterprise Developer Platform

Cinder Labs 📅 July 2020 - December 2022 📍 Denver, CO

Directed experience design for an enterprise developer platform combining cloud workspaces, code review, deployment controls, and AI recommendations. Guided product direction for technical users, administrators, and engineering partners across complex governance workflows.

- Reframed system activity into status, audit, and intervention patterns that clarified control for technical teams.
- Prototyped **IDE** and browser concepts with realistic data and state changes, resolving permissions and **recovery** questions.
- Translated **design system** components into production patterns with engineering leads and focused front end contributions.
- Studied developer and administrator workflows, turning observed friction into roadmap proposals grounded in risk and frequency.
- Facilitated senior critiques and decision reviews, documenting principles that aligned code, review, and **governance** experiences.

Senior Product Designer, Developer Operations Workspace

RelayStack 📅 March 2017 - June 2020 📍 Portland, OR

Owned end to end design for developer tooling connecting source control, continuous integration, deployment status, and operational diagnostics. Balanced high density monitoring with understandable intervention flows while mentoring designers and influencing product direction.

- Unified source control, continuous integration, deployment, and diagnostics into a coherent technical workspace.

STRENGTHS

- 🔗 **Ambiguous Product Direction**
Turns unclear agent behavior into prototypes and principles. Teams gained a shared starting point when specifications were still forming.
- 👤 **Technical User Empathy**
Studies developer workflows closely. A confusing status state became a clearer decision point after direct user sessions and review.
- 🔧 **Builder Designer**
Makes focused TypeScript and React changes when a coded adjustment can settle a design question faster than a handoff.
- ♥️ **Governed Interaction**
Makes approvals, permissions, activity, and recovery visible. Administrators gained confidence without losing useful automation.
- 🔗 **Cross Platform Systems**
Connects dense desktop orchestration with focused mobile review. Shared patterns kept different surfaces feeling related.

SKILLS

Product strategy Agentic coding UX

AI assisted design Developer tools

IDE workflows

Multi agent systems

LLM workflows Human approvals

Governance Observability

[Interaction design](#) [Visual UI design](#)

[Design systems](#)

[Interactive prototyping](#)

[User research](#)

LANGUAGES

English Native

Spanish Intermediate

MY CAREER



- Staff Product Designer, AI Developer Workspace at VectorForge Software (3.8 Years)
- Principal Product Designer, Enterprise Developer Platform at Cinder Labs (2.4 Years)
- Senior Product Designer, Developer Operations Workspace at RelayStack (3.2 Years)
- Product Designer, Cloud Administration Platform at Harborline Systems (2.5 Years)
- UX Designer, Business Software Applications at BrightPeak Digital (1.1 Years)

- Designed monitoring views that separated routine automation from failures needing review, escalation, or intervention.
- Prototyped branching, rollback, approval, and recovery flows, then validated terminology with developers before implementation.
- Expanded **design system** patterns for code navigation, status, commands, and data display across major workflows.
- Used support cases, usability sessions, and product usage to refine priorities from discovery through release.

Product Designer, Cloud Administration Platform

Harborline Systems 📅 August 2014 - February 2017 📍 Chicago, IL

Designed administration and developer facing configuration experiences for a cloud application platform serving engineering and IT operations teams. Shaped permissions, environments, deployment settings, and reusable interface patterns with product and engineering partners.

- Structured permission, environment, and deployment workflows, reducing ambiguity across complex application settings.
- Produced coded prototypes that tested responsive layouts, validation behavior, configuration states, and recovery paths.
- Introduced reusable patterns for tables, status indicators, audit activity, and approval steps across administration tools.
- Planned usability studies with **technical users** and translated findings into clearer information architecture and terminology.
- Coordinated annotated prototypes and critique sessions, building confidence across product and engineering decisions.

UX Designer, Business Software Applications

BrightPeak Digital 📅 June 2013 - July 2014 📍 Madison, WI

Designed web application workflows for business software products, building foundations in **interaction design**, visual execution, technical **user research**, and reusable interface documentation. Partnered with front end developers through implementation and release.

- Mapped multi step account and configuration tasks into prototypes that clarified requirements before implementation.
- Created reusable controls for forms, navigation, tables, and system feedback across application modules.
- Tested prototypes with representative users and revised interaction sequences after usability findings.
- Partnered with front end developers to resolve responsive behavior, component states, and visual details before release.
- Maintained pattern libraries and design documentation that improved handoff quality across client applications.

PROJECTS

Agent Session Governance Framework 📅 2025

Created a reusable framework for agent transparency, approvals, intervention, recovery, and audit activity across desktop and mobile workflows. Focus centered on helping technical users see why an action occurred and choose an appropriate control point.

Developer Operations Signal Model 📅 2019

Defined status, diagnostic, rollback, and escalation patterns for a technical workspace. Research with developers shaped a clearer separation between routine automation and moments requiring human review.

LEADERSHIP & AWARDS

- Recognized at VectorForge Software for setting cross platform interaction direction across AI developer workflows.
- Selected by Cinder Labs leadership to guide senior critique and decision reviews for enterprise platform governance.

- Mentored product designers at RelayStack, with peers seeking input on technical workflows and interaction reasoning.

EDUCATION

Bachelor's Degree in Interaction Design

University of Wisconsin Madison 🎓 GPA: 0 📅 2013 📍 Madison, WI

Coursework: *Interaction design, visual design, user research, information architecture, prototyping*

CERTIFICATIONS

- Interaction Design Certificate 📅 2013
- User Research Certificate 📅 2014

TECHNICAL SKILLS

- **Frontend Development:** TypeScript, React, Responsive UI
- **Developer Tools:** IDE extensions, CLI workflows, Coding workspaces
- **Agent Experiences:** AI coding agents, Multi agent sessions, Agent orchestration
- **LLM Workflows:** LLM harnesses, Model providers, Prompt workflows
- **Design Systems:** Component libraries, UI patterns, Visual tokens
- **Prototyping Tools:** Interactive prototypes, Coded prototypes, State modeling
- **Research Methods:** Usability testing, Workflow studies, Field feedback
- **Governance Design:** Permissions, Approval checkpoints, Audit activity
- **Observability Design:** Live status, Activity history, Operational diagnostics
- **Recovery Patterns:** Error handling, Rollback flows, Recovery states
- **Product Analytics:** Product telemetry, Usage evidence, Task frequency
- **Platform Surfaces:** Desktop UX, Mobile UX, Web applications
- **Collaboration Tools:** Design critique, Product reviews, Engineering partnership
- **Delivery Practices:** Production code, Accessibility, Responsive behavior
- **Technical Workflows:** Code review, Continuous integration, Deployment controls

PROFESSIONAL AFFILIATIONS

- Interaction Design Foundation member, engaged with interaction design research and professional practice.
- Association for Computing Machinery member, connected with communities focused on human centered computing.

ADDITIONAL INFORMATION

Work Status : Authorized to work in United States. No sponsorship required.

REFERENCES

AVAILABLE ON REQUEST