

Ladan Johari

Design Engineer / Experience Prototyper

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I design and build fully functional prototypes, taking ambiguous ideas all the way to working code. I work end to end across interaction design and software, building SwiftUI apps, coded web prototypes, and the design systems behind them. My focus is on AI human interactions and agentic experiences.

SELECTED WORK

Session Indicator — AI Agent Interface, macOS 2026 · [View Project](#)

Working macOS App · SwiftUI · Interaction Design · Apple HIG · Motion Design

Built a fully functional macOS menu-bar app that restores awareness when multiple AI agents run in parallel, without breaking focus. Engineered the SwiftUI app end to end: live detection of running agent sessions, state read from session transcripts, all five states shipped and in daily use. Defined a five-state session model where motion signals state and color signals exception, with full Reduce Motion accessibility and Apple HIG conventions throughout.

Prompted Find — Semantic Video Navigation 2025 · [View Project](#)

Coded Prototype (HTML/JS) · Interaction Design · AI UX Design · Design Systems

Prototyped a new interaction for long-form video: ask a question in natural language, get a timestamp you can trust. Built the working prototype on a 74-minute lecture, decomposing the timeline into labeled semantic segments, and architected the understanding layer so real embeddings drop in without changing the interaction.

Xcode Symbol Browser — Developer Tools, macOS 2024 · [Watch Demo](#)

SwiftUI · Open Source · Information Architecture · Apple HIG

Redesigned how developers read a codebase's structure, replacing the file tree with a Miller-column spatial view. Shipped the column system as open-source SwiftUI packages (MillerKit, MillerJSON) with unit tests and CI, and cut navigation to a symbol by roughly 30% (click-path comparison).

Trails — Knowledge Navigation, Safari 2024 · [Watch Demo](#)

Interaction Design · Graph Interface · Information Architecture · Figma

Prototyped a spatial browsing interface where research becomes a navigable map: pages appear as nodes, navigation leaves a trail, related content clusters automatically. Validated the full interaction model through user testing.

EXPERIENCE

Design Engineer / Experience Prototyper — Independent Practice, Cupertino, CA 2024 – Present

- Design and build interactive product experiences end to end: interaction models, working SwiftUI and web prototypes, design systems, and open-source packages (see Selected Work).
- Deliver UX and UI design for web and mobile products through client engagements.
- Refine every project through ongoing collaboration and structured critique with senior designers and engineers in industry.
- Validate interaction decisions through hands-on user testing before engineering investment.

Graduate Teaching Assistant — Department of Design, University of California, Davis Sep 2022 – Jun 2024

- Taught human-centered design, digital modeling, and fabrication to 100+ students across six quarters; led studio critiques grounded in systems thinking.
- Two-year TA for Narrative Environments, supporting students who designed the City of Davis annual bike scavenger hunt: nine public activity stations engaging rider teams from across the region.

Workshop Facilitator — SEGD Experiential Design Workshop, Gensler, Washington, D.C. 2024

- Moderated multidisciplinary design teams through ideation, rapid prototyping, and presentation in a conference workshop hosted across two Gensler offices.

Earlier — Studio Assistant, Parviz Tanavoli Atelier; Architectural & Interior Designer, Tehran 2014 – 2021

- Assisted on production and finishing at the atelier of one of Iran's most celebrated sculptors, and led interior design for commercial and retail spaces. Designed modular furniture systems, an early foundation in component-based design.

SKILLS

Prototyping & Build	SwiftUI · Swift · HTML/CSS · JavaScript · React · Working Prototypes End to End · Git · GitHub Actions (CI)
Design & Interaction	Interaction Design · Design Systems · Motion Design · State-Machine Design · Information Architecture · Figma · Apple HIG · Accessibility (WCAG, Reduce Motion)
AI-Native Workflow	AI Agent Interfaces · Agentic Development (Claude Code) · Prompt-Driven Prototyping · Interaction Design for AI

EDUCATION & RECOGNITION

MFA Design — University of California, Davis 2024

M.Arch & B.Arch — Azad University School of Architecture, Tehran

First Place, TADAGRANT — TADAEX Digital Art Exhibition, Tehran

SEGD Member — Society for Experiential Graphic Design