

# Kat Moynahan

UX Strategist, Educator & Product Designer

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## PROFILE

Strategic experience designer and educator with 15+ years building platforms, curricula, and professional communities for emerging technology. Designs learning programs that scale practitioner capacity, facilitates cross-disciplinary communities of practice, and ships research-led products spanning financial services, utilities, privacy and security services, and educational platforms.

Research interests sit at the intersection of AI for Good and civic design: how human-centered methods can shape AI systems that are trustworthy, safe, and accountable across health, privacy, and public life. Particularly drawn to design as a tool for community agency and activism, translating local knowledge into the systems that govern it, and equipping practitioners and communities to participate in the technologies that shape their lives. This work extends industry experience in privacy, security, and immersive safety toward questions of equity, accountability, and access.

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## EDUCATION

### Master of Fine Arts in Design

California College of the Arts · May 2013

### Diploma, Magazine Publishing Techniques and Technologies

Langara College, Continuing Studies · 1998

### Bachelor of Fine Arts in Visual Arts

Simon Fraser University · May 1995

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## CERTIFICATIONS & CONTINUING EDUCATION

### Professional Certificate, UX & Design in an AI World: Strategic Fundamentals

Jared Spool, Maven · July 2025

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## ACADEMIC APPOINTMENTS & TEACHING

### Workshop Instructor

Center for Digital Media · Vancouver, BC · 2026

Taught a product design workshop for CDM alumni and working professionals, focused on agentic design workflows, AI platform customization, and hands-on prototyping; developed learning outcomes, course materials, and project briefs, aligned with the evolving role and practice of design.

### Invited Thesis Reviewer & Critic, Graduate Design Programs

California College of the Arts (MDes) and UC Berkeley (MDes) · Bay Area, CA · 2025–2026

Invited to review and critique graduate thesis projects, providing feedback on research framing, design strategy, and presentation of work to faculty and peer cohorts.

### Design Instructor

Langara University, Electronic Media Design Program · Vancouver, BC · 2008–2011

Taught studio courses in interaction design, visual communication, and digital media; developed course materials, project briefs, and assessment criteria aligned with industry practice in emerging digital media. Advised student portfolios and capstone work, supporting pathways into professional UX and visual design roles.

## **Teaching Assistant, BFA in Interaction Design**

*California College of the Arts (CCA) · San Francisco, CA · 2012*

Supported undergraduate studios in CCA's BFA in Interaction Design program; facilitated critiques, prototyping sessions, and methods coaching. Provided one-on-one guidance on user research methods, interaction patterns, and iterative design practice.

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## **CURRICULUM DESIGN & TRAINING LEADERSHIP**

### **Founder & Program Lead, Converge Internal Design Conference**

*JPMorgan Chase · San Francisco, CA · 2015–2022*

Conceived, designed, and launched *Converge*, an internal design conference created to align JPMC's 200-member design organization around a shared practice vision and cross-team collaboration model. Led end-to-end programming: theme development, speaker curation, session formats (talks, workshops, working groups), and content review across multidisciplinary tracks. Strengthened design culture, surfaced emerging practice areas, and created durable communities of practice within a global financial services firm.

### **Visual Literacy Curriculum Lead**

*Accenture Technology Labs · San Jose, CA · 2013–2015*

Designed and authored a multi-module visual literacy and data visualization curriculum delivered to 20,000+ practitioners across Accenture's global consulting workforce; produced facilitator guides, exercise sets, reference assets, and assessments to support consistent delivery across geographies. Led international training sessions and train-the-trainer workshops across regional offices, adapting content for varied disciplines, tooling environments, and audience seniority. Built a sustainable practice that scaled visualization capability beyond the original cohort.

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## **WORKSHOPS, INVITED TALKS & FACILITATION**

### **Facilitator, Human-Centered Design Roundtable**

*Metaverse Safety Week · XR Safety Initiative (XRSI) · San Francisco, CA · 2026*

Facilitated a multi-stakeholder roundtable on applying human-centered design methods to safety, privacy, and trust challenges in immersive environments; synthesized practitioner insights for the broader XRSI community.

### **Workshop: "Crafting Immersive Realms Together"**

*Grace Hopper Celebration (GHC) · Orlando, FL · 2023*

Designed and delivered a hands-on workshop introducing participants to collaborative world-building practices in immersive and spatial computing environments, foregrounding inclusive design considerations for multi-user XR.

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## **SERVICE, STANDARDS & COMMUNITY**

### **Communication Strategist**

*West Oakland Neighborhood Safety Committee · Oakland, CA · 2026-current*

Facilitated community meetings to gather community sentiments and align stakeholders. Harnessed agentic AI to analyze municipal policy, develop mapping visualizations to counter legislated zoning recommendations, and develop outreach materials.

### **Founder & Host, The Portfolio Sessions**

*Independent Initiative · Virtual · 2025-current*

Founded and host The Portfolio Sessions, a weekly online community meeting supporting designers in developing and articulating their portfolio work.

### **Co-Chair, Privacy, Cybersecurity & Identity Working Group**

*Metaverse Standards Forum · 2022–2024*

Co-led an interdisciplinary working group developing industry standards for trusted, multi-user immersive environments across a global consortium of technology companies, research institutions, and standards bodies.

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## PROFESSIONAL EXPERIENCE

### Strategic Design Advisor

*Independent Practice · March 2025 – Present*

*Develop digital solutions to scale engagement, awareness, and conversion.*

Advise startups and community groups on UX research and design strategy; develop research methodologies, product roadmaps, and prototype early-stage technology solutions. Partner with engineering, product, and design teams to translate insights into actionable interface improvements.

### Senior Product Designer

*Microsoft Corporation · May 2022 – Oct 2024*

*Designed enterprise productivity solutions for distributed teams.*

Led strategic UX initiatives for spatial computing and VR tools; developed end-to-end collaboration journeys and scenarios for VR content placement, directing product strategy and improving the prototype feedback process. Partnered with engineering and design teams on immersive audio prototype testing, resulting in a successful product launch in early 2024. Mentored junior researchers and designers, improving team retention through structured learning programs.

### Senior Design Strategist

*JPMorgan Chase · April 2015 – May 2022*

*Led digital transformation research and strategy initiatives for a global financial services firm. (See Converge conference under Curriculum Design & Training Leadership.)*

Pioneered cross-market research studies on customer acceptance of AI-driven privacy and security systems, informing strategic product decisions. Prototyped and piloted next-generation privacy tools for the consumer market. Led research and design for an automated lending platform that increased user engagement by 25%. Led the design of an ML-driven privacy policy manager, resulting in U.S. Patent No. 12032723.

### R&D Designer

*Accenture Technology Labs · Sept 2013 – April 2015*

*Built a global data visualization practice. (See full work under Curriculum Design & Training Leadership.)*

### Senior UX Designer

*Habanero Consulting Group · June 2006 – May 2010*

*Led transformative UX design projects for digital workplace applications for major corporate clients.*

Delivered user-centered design solutions focused on workflow optimization and corporate communications. Led research and design for a corporate intranet, achieving Nielsen Norman Top Ten Best Intranet recognition. Guided junior researchers in user research methodologies and client relations.

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## PATENTS, AWARDS & HONORS

- **U.S. Patent No. 12032723** — *Systems and Methods for Managing Privacy Policies Using Machine Learning*, issued July 9, 2024.
- **MIT OpenData Challenge Winner**, 2014 — City of Chicago.
- **Carmen M. Christensen Graduate Scholarship**, 2011–2013 — California College of the Arts.
- **Top Ten Best Intranets**, 2011 — Nielsen Norman Group.

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## AREAS OF EXPERTISE

- **UX Methods:** End-user field studies, usability testing, user profile development, user journeys, experience flows, information architecture, interaction design, prototyping; applied use of generative AI platforms in UX design practice.
- **Teaching & Curriculum:** Studio instruction, curriculum and module design, facilitator guides, train-the-trainer programs, workshop facilitation, conference programming.

- **Technical & Domain Expertise:** AI/ML integration, spatial computing & XR, enterprise operations tools, digital asset management, communication and collaboration systems; banking and investment platforms, payment systems, regulatory compliance (PCI), privacy-enhanced financial services.
- **Leadership:** Design team mentoring, cross-functional collaboration, alignment facilitation, strategic planning, stakeholder management, evidence-based recommendations.