

Louie Sakoda



Senior Product Designer | AI Products, Agent Workflows

San Francisco, CA / louie.sakoda@gmail.com / /in/louiesakoda / 408.483.1011

Professional summary

Senior Product Designer with 10+ years designing and shipping AI-powered workflows (both extractive and generative models), complex systems, decision-support tools, and data-heavy product experiences across EdTech, HR tech, ecommerce, and early-stage startups. Former Lead UX Designer at CK-12, where I helped design AI tutoring and teacher-facing learning tools used at scale. Currently leading product design and AI systems work at Offboard, building guided workflows that help users navigate complex, high-stakes career transitions with clarity, trust, and control. I design AI-powered products that turn complex, high-friction workflows into clear, trusted, human-centered experiences.

Employment history

MAY 2025 – PRESENT

SAN FRANCISCO

Founding Product Designer & AI Systems Lead, Offboard

- Helped build Offboard from early product concept into a live AI-powered platform, designing workflows for users navigating complex, emotionally high-stakes decisions.
- Led product strategy, UX, and implementation for an AI assistant that turns fragmented user inputs into guided, outcome-oriented workflows.
- Designed a structured agentic workflow system that transforms unstructured external inputs into organized research, analysis, and document-generation experiences.
- Created human-in-the-loop AI patterns with visible progress, approval checkpoints, and safeguards to increase user trust and reduce errors for stressed users.
- Collaborated across engineering, QA, data science, content, marketing, sales, and fundraising in a 6-person startup to prioritize roadmap decisions and ship beta product experiences quickly.

MAY 2016 – MAY 2025

PALO ALTO, CA

Lead UX Designer, CK-12 Foundation

- Led UX for AI-driven products including Flexi, CK-12's LLM-powered student tutor, designing conversational and guided flows that support multi-step reasoning for math and science learners.
- Researched and evaluated the motivations and behaviors of K-12 students and teachers to optimize a learning and teaching platform serving 20M+ users worldwide.
- Developed CK-12's 2.0 design system across web and responsive surfaces, aligning with WCAG 2.0 accessibility guidelines and partnering with engineering to maintain a parallel React component library.
- Shaped information architecture and navigation across student, teacher, and admin experiences so users can move between content, practice, assignments, and insights without friction.
- Prototyped high-fidelity flows in Figma and ran usability tests with teachers and students to validate complex workflows and mitigate cognitive load.
- Partnered closely with product, data science, and engineering to frame problems, define success metrics, and ship AI-driven features that improve learning outcomes.

NOV 2021 – NOV 2022

REMOTE

Product Lead, Odyssey

- Designed and developed a web3 education site that onboarded 80,000+ learners into crypto and web3 concepts with simple, approachable content.
- Created an automated email course (a "learning playbook") completed by 12,000+ learners, combining curriculum design, UX writing, and engagement analytics.
- Managed a distributed team of 38 contributors to translate 400,000+ words into 10 languages, building processes and tooling to maintain quality at scale.

JUN 2014 – MAY 2016

MOORESVILLE, NC

UX Production Designer, Lowe's Companies, Inc.

- Collaborated with product, marketing, and engineering to design promotional experiences for [Lowe's.com](https://www.lowes.com) across desktop, mobile, and email.
- Produced and iterated on creative assets for home, landing, and brand pages in a fast-paced, experiment-driven ecommerce environment.

- Managed a team of 4 designers on a Global Redesign effort to modernize the ecommerce experience and align it with updated brand and UX guidelines.
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Education

2005 – 2011
SALT LAKE CITY, UT

BS Entrepreneurship, University of Utah
3.8 GPA

Academic All-American

2011 – 2012

MBA - Sports Business, St. Leo University

Skills

Prototyping, Webflow, Interaction Design, UI / UX Design, AI agent and LLM UX, Information Architecture, Usability Testing, Design Systems, Accessibility, AI Product Design, Human-in-the-Loop, Journey Mapping, User Flows, Codex, Claude Code, Decision Support UX, Data-Heavy Dashboards

Links

louiesakoda.com

Additional information

Fun facts & Awards

ACHIEVEMENTS

Former professional football player in the CFL as a kicker/punter. Academic All-American at the University of Utah. Brings a calm-under-pressure mindset from elite athletics to product design, especially in ambiguous, high-stakes environments.