Louie Sakoda

Senior Product Designer - AI Systems & Agents

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Professional summary

Senior Product Designer focused on AI agents and cognitive systems, with 9+ years designing complex products across EdTech, HR tech, and ecommerce. Led 0-1 and 1-n design for AI driven tutoring agents, interactive job search playbooks, and data-heavy teacher dashboards, balancing UX, engineering constraints, and business goals. Former Product Manager at Airtable, now co-founding Offboard, an AI-assisted job readiness platform for laid off tech workers. Looking to help define DeepSky's AI superagent interface, from onboarding and delegation flows to research and playbook experiences.

Employment history

MAY 2025 - PRESENT SAN FRANCISCO

Co-founder & CPTO, Offboard

- Co-founded an AI-assisted platform that generates 4-week job search plans and interactive "playbooks" for laid off tech workers, combining calendar-based UX with agent-like guidance.
- Led 0-1 product and UX for Lumo, an AI companion that helps users delegate tasks like resume updates, outreach, and interview prep across a multi-step guided journey.
- Designed information architecture and task delegation flows so users can see what the "agent" is doing on their behalf, understand progress, and stay in control.
- Collaborated with engineers to define system behaviors, edge cases, and safeguards, ensuring trustworthy, transparent AI interactions for anxious users.

Leader 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.

Product Lead, OdysseyDAO

• Designed and developed a web3 education site that onboarded 80,000+ learners into crypto and web3 concepts with simple, approachable content.

MAY 2016 - PRESENT PALO ALTO, CA

NOV 2021 - PRESENT REMOTE 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 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.

Education

2005 - 2011

SALT LAKE CITY, UT

2011 - 2012

BS Marketing / Entrepreneurship, University of Utah

MBA - Sports Business, St. Leo University

Skills User Research

Figma

Visual Dev

UI / UX Design

Information Architecture

Design Systems

Prototyping

Webflow

Interaction Design

AI agent and LLM UX

Usability Testing

Accessibility

Links

Portfolio

Additional information Fun facts & Awards

ACHIEVEMENTS

- Played professional football in the CFL as a kicker/punter
- Academic All-American 2008