

Andrew Cornett

Product Design & Design Engineering

EXPERIENCE

Principal Product Designer Stationhead

2022 – Present

Sole designer leading product across iOS, Android, mobile web, and desktop. Built the foundational design system and shipped it across all platforms. Set long-term product strategy to grow beyond live events into more frequent fan experiences.

Product Design Director Splice

2017 – 2022

Led design for marketplace products (Plugins and Sounds) and growth initiatives after going through Reforge Growth Series. Designed the new iOS and Android apps. Led the desktop app redesign with a focus on design system and component-driven development. Hired and mentored designers across the team.

Product Design Engineer Universe

2015 – 2017

Founding designer turned iOS engineer. Built the web publishing prototype in Swift and JavaScript that became the core product. Developed iOS interfaces in Swift. Iterated through multiple pivots to find product-market fit. The product won an Apple Design Award in 2023.

Co-founder, Head of Design Jukely

2013 – 2015

Co-founded the company. Built the product and led brand, product design, product marketing, and front-end development. Hired an amazing team. Went through TechStars NYC (Spring 2013). Raised over \$12M.

Product Designer Kickstarter

2010 – 2013

Founding product designer and front-end engineer. Designed key product surfaces, including Kickstarter for iPhone 1.0 (App Store Editor's Choice). Helped grow annual pledges from \$27M to \$319M and the platform to 2M+ backers.

EDUCATION

SAE Expression College B.A. Motion Graphic Design

2006 – 2009

Reforge Growth Series

2019