

Joe

Siconolfi

SF Bay Area / Remote

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Design Engineer building AI native products that help people become more capable over time. I work across full stack engineering, interaction design, and research to prototype and ship new interaction paradigms. Strong front end craft with a research driven product mindset focused on learning through use and real skill growth.

Selected work:

- Led AI training experiences for 30M+ users focused on long term skill development.
- Built and shipped AI conversational and voice interfaces that improved understanding.
- Defined scalable front end architecture and interaction patterns used across products.
- Prototyped and shipped new AI interaction models from early exploration to production.

Approach:

- Build AI native experiences where skill develops through use.
- Translate research insights on human AI collaboration into shipped product features.
- Apply human centered design and HCI principles to interaction and system design.
- Measure success through capability growth, understanding, and confidence.
- Explore patterns that make AI understandable, controllable, and empowering.

Career experience:

2025 – present

Staff Design Engineer at Cohere

Tech Stack: TypeScript, React, Tailwind

First design engineer at Cohere, operating across product, design, engineering, and research as a full stack contributor.

- Ship production front end systems for real world AI workflows.
- Prototype and test new interaction paradigms to understand how interfaces shape capability.
- Define technical direction and interaction patterns others can build on.
- Partner with product, design, engineering, and research to move ideas from exploration into production.
- Improve design to engineering workflows through shared systems, tooling, and documentation.

2023 – 2025

Design Engineer at Channel AI

Tech Stack: TypeScript, React, Tailwind, Swift, SwiftUI

Owned design and front end development for AI native experiences across web and mobile.

- Shipped AI native interfaces focused on clarity, adaptability, and learning through use.
- Built interactive systems that responded to user intent and behavior.
- Rapidly prototyped and tested new interaction models in ambiguous problem spaces.
- Iterated on motion, feedback, and interaction-feel to improve usability and comprehension.

2022 – 2023

Product Design Engineer at Mushroom

Tech Stack: TypeScript, React, Tailwind

Built AI native conversational and voice based product experiences.

- Designed and shipped LLM powered conversational interfaces in production.
- Prototyped interaction flows to improve user understanding, confidence, and control.
- Built scalable UI systems to support evolving AI behaviors and creator tools.

2019 – 2022

Product Design Lead at Statespace

Led design for AI powered training and learning platforms.

- Designed AI driven training tools focused on skill development and measurable improvement over time.
- Partnered with researchers and data scientists to translate learning science into product features.
- Shaped interaction models that supported practice, feedback, and long term mastery.

2010 – 2019

Early Career:

- Design engineering and UX engineering roles across fintech, media, and enterprise ad-tech products.

Education:

2009 – 2011

Master of Business Administration

Full Sail University, Winter Park, FL

2006 – 2009

Bachelor of Computer Science

Full Sail University, Winter Park, FL