

# Derek Hunten

I'm a Product Designer based in the Bay Area. I solve human problems. I'm inspired by sci-fi, glitch, and gifs.

## Experience

### Garlic, I I I I I I I I I c

Chief Product Designer, Jan 2025 – ∞

Garlic is the foodie app for your friends. No garbo spam from gmaps or SusieQ on yelp. People you trust, in a place that's fun. Create lists for yourself and others, keep track of tasty dishes, and if you're crazy like me, connect your openclaw ai agent to discover yumyum tasty dishes.

We founded Garlic to meet a need we saw. I built the design and system to return to having fun on the internet, and not a bland black-and-white sinkhole. Rate places with emoji, not numbers, that's not how taste works. Friend-only (mutuals) so you can trust every review and comment you see. Colorful, perky UI and interactions so the app is as enjoying to use as much as it is useful.

With help from my cuz claude, I also built all the new features in the native app last year: front-end, back-end, and even having calls with Apple for approvals. React Android Notifications Expo Supabase Postgres Triggers Edge-Functions VSCode yikes.

### FreshCut

Founding Designer, Aug 2021 – Aug 2024

As the founding designer, worked with our CEO, Head of Product, and Head of Engineering to make the app for the next generation of gamers. FreshCut lets you learn, share, and connect over trending games, whatever platform they may be on. Features included: a web3 wallet (high security, transfers, deposits, and now defunct), item inventory (for cosmetics purchases), a full featured quests system, video editor, and of course the feed & comments with integrated tipping. Also illustrated the default pixel Moji set, and pixel app icons, among many, many other projects.

### Reddit

Senior UX Designer, Mar 2016 – July 2020

Lead and collaborated cross-functionally with product and engineering to define, explore, converge, and iterate designs to modernize Reddit with a user-centric approach. Executed clear and concise user journeys, wireframes, mockups, interactive prototypes, and specs while advocating for usability and simple, elegant design. Created these experiences for the iOS app, Android app, video, consumer monetization, live streaming, April Fools, and more.

### Achievers

Mobile Product Designer, Oct 2013 – Mar 2016

Owned design for iOS and Android apps from definition to shipping. Worked closely and built strong relationships with an agile team, lead design studios for project kick-offs. Led and gave critical feedback with designers to raise the bar on our designs.

### Trilibis Mobile

Designer, Mobile Web, Dec 2011 – Oct 2013

Designed and optimized clients' sites for mobile devices. Developed UI/UX from wireframes to pixel perfect HTML/CSS. Presented and discussed designs and implementations with clients. Estimated and executed projects accurately.

### Mace International

Graphic Designer, Jan 2011 – Dec 2011

Worked with marketing to develop their catalog, tradeshow collateral, emails, and website. Presented and justified concepts and designs to the marketing team.

### Freelance

HillebrandCory, The Marketing Arm, Canonball Creative and Project One, 2011 – 2012

Conceptualized and developed logos, menu boards, mailers, websites, emails, and presentations. Researched and analyzed products and audiences. Worked with team to revise and critique projects.

## Education

### University of North Texas

Bachelor of Arts, Communication Design, 2004 – 2009

Bachelor of Science, Finance, 2004 – 2009

Magna cum laude, Dean's List

## Skills

### Hard

Product design

User experience design

User interface design

Figma, Sketch, Framer, Protopie, Principle, Photoshop, Illustrator, After Effects, React Native, Aseprite, Procreate

### Soft

Team communication & collaboration

Presentation

Product thinking

Creative and chaotic problem solving

Problem distillation

Storytelling

## Contact

### Electronic mail

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