

DYLAN RABIN

Data. Design. Deadlifts. Desserts.

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Work Experience

- Senior Product Designer @ SAP Business Technology Platform (BTP)**
San Francisco, CA (Hybrid) (Mar 2024 - Present)
- Developed 4 proof-of concept prototypes promoting Generative AI and Mixed Reality for Media Tech clients, using Figma, Framer, and Adobe Premiere Pro to build story-inspired demos selected to be shown at SAP Sapphire and Mobile World Congress
 - Created the designs of Machine Learning and Optimization algorithms for SAP's Quantum Computing organization, producing 60+ UI screens
 - Assisted UX design system needs for SAP's GenAI for Developers and Live LLM Research products, refining user flows and components for AI agent interactions

- Product Designer @ SAP New Ventures & Technologies (NVT)**
San Francisco, CA (Hybrid) (Jan 2022 - Feb 2024)
- Crafted real estate UI demo leveraging Self-Sovereign Identity (SSI) for the Dutch Government, showcasing how SAP's Web3 digital wallet can streamline home buying
 - Facilitated the design, development, and branding of an Immersive room experience showcasing 6 projects on the future of business collaboration and decisions, painting a interactive, customer-centric vision for how enterprise can thrive in 2030 and beyond
 - Worked with 4 employee-led startups, contributing to UI flows and user research for intelligent sourcing, diversity-led hiring, automotive sustainability, and trade-in fashion

- User Experience (UX) Designer @ SAP SuccessFactors**
Palo Alto, CA (Hybrid) (June 2021 - Dec 2022)
- Coordinated migration of components, flows, and specs from Sketch to Figma, generating 1000+ engagement card variants for module designers to use
 - Led SuccessFactors transition from Fiori to Fiori Next design system, managing responsibilities of contractors and current designers while ensuring timelines are met
 - Reimagined virtual employee engagement via a hyper-personalized short-form video mobile app, conducting 6 qualitative interviews, visualizing insights with an affinity map, designing high-fidelity mockups, and learning After Effects for a video prototype

- Program Manager (PM) Intern @ Amazon**
Seattle, WA (Remote) (Summer 2020)
- Built HRBP internal product to connect HR leaders to available templates and resources, minimizing average number of clicks for finding available content by 50%
 - Collaborated with HRBPs, learning designers, and technical program managers to consolidate existing talent management procedures into a talent lifecycle, simplifying the manager roadmap and providing exposure to 60,000 employees
 - Developed social networking Alexa Skill to help interns connect before onboarding, improving the new hire experience through voice UI design in a 3-week hackathon

Additional

- Overcame disability that left me part-deaf by 10 years of hearing/speech therapy
- Winner of prestigious 2026 Red Dot award for future factory design innovation
- Selected as speaker for SAP's Product Insights Summit/ Design the Future Conference, explaining storytelling in business / future of work with GenAI and AR/VR
- Competed on Prime Video Reality TV show Beast Games with 2000 contestants and 5 million dollars, placing in the Top 10% from mental, physical, and social challenges

Education

- University of Southern California (USC)**
Los Angeles, CA (Sep 2025 - May 2028)
Masters - Design Engineering
- University of Michigan**
Ann Arbor, MI (Sep 2017 - May 2021)
BBA - Business Administration
BSI - Information Science (UX Path)

Skills

Affinity Diagramming	AI Product Design
Branding Identity	Generative AI Principles
Journey Roadmaps	Leadership Engagements
Persona Development	Product Ideation
Rapid Prototyping	Scenario Planning
Storytelling Marketing	Systems Design
Technology Trends	Usability Testing
User Research	Wireframing

Tools

Adobe Creative Suite	Confluence / Jira
Excel	Figma
HTML / CSS	Miro / Mural
Python	SQL

Interests

Accessibility	AR / VR / MR
Design Thinking	Entertainment / Media
Health / Fitness	Sustainability