

Cole Biehle

Product Designer · Pittsburgh, PA · Open to relocation
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EXPERIENCE

- Founding Product Designer** · Analogical Engines ↗
CMU AI spinout, \$150K venture prize winner, NSF-funded
Aug 2025 - Present
- Own product design for an AI R&D platform in paid pilots, building AI agents to speed design-to-build.
 - Co-designed a workshop where the platform beat ChatGPT on creativity by 50%, finding 12+ novel ideas.
 - Sourced a Fortune 500 pilot via discovery with 40 R&D leaders, using coded prototypes to guide strategy.
- Adjunct Design Instructor** · Carnegie Mellon University, School of Computer Science ↗
Aug 2026 - Present
- Teach interaction design, Figma and AI tools to 45 students, leading critiques; formerly an AI design TA.
- UX Designer & Developer** · UCSD Design Lab ↗
Jun 2024 - Mar 2025
- Redesigned, coded and shipped the accessible Design Lab website for 2,000+ students; usage up 300%.
- UX Consultant** · Mindswarms ↗
Clients: Google, Amazon, Microsoft, Nike, American Express
Sep 2022 - Feb 2025
- Turned 15 client studies with 400+ participants into design recommendations, screens and concepts.
 - Built a templated note-taking system used across 50+ interviews, cutting interview review time 30%.
 - Shaped the content and presentation of Google Search's launched 'What people are saying' feature.
- Product Designer** · Zelig ↗
GenAI virtual try-on startup, \$15M Series A, later launched with Revolve
Jun 2023 - Dec 2023
- Redesigned mobile and desktop flows for a 0-to-1 AI web app, halving task time in usability tests.
 - Wrote product strategy for investors and the C-suite, drawing on 250 users and 30+ competitor analyses.

PROJECTS

- Lead Product Designer** · Honda Research Institute ↗ (via Carnegie Mellon)
Jan 2026 - Aug 2026
- Led a 5-person team on trustworthy multimodal AI for drivers; Honda is scoping follow-on work.
 - Built an AI research hub and driving simulator; tested 15+ AI-built prototypes with 50+ drivers.
- Co-Founder & Product Designer** · Cozu ↗
Jan 2026 - May 2026
- Led 0-to-1 strategy and AI tools for a knowledge-capture startup; won 2 verbal pilots and 8 funding talks.
- Lead Designer** · UI for AI ↗
Aug 2025 - May 2026
- Led 15 peer designers on new AI interaction patterns, presented to design leaders; 10K+ article views.

EDUCATION

- Carnegie Mellon University, School of Computer Science**
Master of Human-Computer Interaction; GPA 4.16/4.33
Aug 2026
- University of California, San Diego**
BS Cognitive Science, Design Specialization; Minor in Computer Science
Jun 2022

SKILLS

Design: interaction design · UI and visual design · design systems · wireframes · accessibility · Figma
AI: human-AI interaction · agentic workflows · prompt design · AI tools (Claude Code, Cursor) · LLM APIs
Prototyping and code: high-fidelity prototyping · React · Next.js · TypeScript · HTML/CSS · Python
User research: interviews · usability testing · surveys · product discovery · competitive analysis