

David Victor

I build AI-native products that feel simple, intuitive, and inevitable. As principal at Metamodern, I create products through strategy, design, and full-stack engineering.

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🔗 mdn.love

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Expertise

- Systems thinking across product, design, + engineering
- AI product strategy + roadmapping
- Agentic AI architectures + multi-agent systems
- Data-informed experimentation + decision making
- Product design leadership + UX
- Mentoring, facilitation, and cross-functional communication

AI & Agentic Systems

LangGraph • OpenAI Agents SDK • Anthropic Agent SDK • RAG pipelines • Vector databases • Mem0 • Zep • Agentic memory patterns • Tool orchestration • Multi-step AI agents • Tool-calling strategies • Prompt orchestration • Evaluation frameworks • Tracing • Guardrails • ML infrastructure frameworks • Generative AI creative workflows • Image generation

Engineering

JavaScript • TypeScript • Python • HTML • CSS • React • React Native • Next.js • Node.js • Express • SwiftUI • GraphQL • REST APIs • Postgres • Supabase • Redis • dbt • Data pipelines • Authentication systems • Payment processing • Native mobile (iOS) • Frontend architecture • Backend engineering • Infrastructure • Git/GitHub • Performance optimization

Product Design

Figma • Framer • Protopie • Webflow • Adobe Creative Cloud • Design systems • Design tokens • Component libraries • Figma-to-code sync • Interaction design • Information architecture • Wireframing • Prototyping • Usability testing • User research • User journey mapping • Product strategy • Opportunity mapping • Brand identity • Visual storytelling • Responsive web design • Mobile application design

University of Colorado Boulder 2010

School of Journalism & Mass Communication

BS Advertising Art Direction

BFA Creative Writing

DESIGN ENGINEER

The Pick AI Venice

2025 +

- Designed and engineered an 11-service AI platform for sports betting, serving as sole technical builder across product design, frontend, backend, native mobile, ML, and data infrastructure
- Design and prototype complex multi-step workflows involving AI interactions, tool orchestration, and real-time feedback loops
- Translate ambiguous product requirements into clear, testable design solutions across web and mobile surfaces
- Collaborate directly with engineering to ship features at full fidelity, reducing design-to-production drift to near zero

DESIGN ENGINEER & PRODUCT CONSULTANT

Metamoden Studio Venice

2021 +

- Run a creative technology studio that designs and builds software, brands, and AI products from zero for startups and growth-stage teams
- Partner with founders and product teams to turn ambiguous problems into shippable systems across complex domains
- Design and implement end-to-end product experiences including multi-step AI workflows, tool-calling interfaces, and real-time user interactions
- Teach engineering teams how to integrate AI into product workflows through hands-on sessions, internal playbooks, and design-engineering pairing

DIRECTOR, PRODUCT DESIGN

Bambee Los Angeles

2017 – 2024

- Hired and managed product designers while scaling the company from 5 to 180 employees and \$0 to \$25M in ARR
- Owned end-to-end design for all consumer-facing and internal products, from discovery and wireframing through delivery and iteration
- Created Pollen, Bambee's design system, from scratch, establishing scalable component patterns, tokens, and documentation used across all product surfaces
- Drove design decisions through qualitative and quantitative user research, translating data insights into measurable product improvements
- Partnered cross-functionally with engineering, data science, operations, and executive leadership to prioritize and ship high-impact features

CO-FOUNDER / DESIGNER + ENGINEER

Vet On Demand Santa Monica

2014 – 2016

- Co-founded a veterinary telemedicine platform, leading product development from concept through launch across mobile (iOS/Android), web, & marketing site
- Designed and built the complete user experience for a cross-platform marketplace connecting pet owners with veterinarians in real-time
- Validated product-market fit through extensive user research and testing, informing both product design and go-to-market strategy
- Served as front-end architect, making design decisions grounded in technical feasibility and performance constraints

HEAD OF DESIGN

Life is Beautiful Festival Las Vegas

2012 – 2013

- Led brand and digital design for a 70,000-person music, food, art, and learning festival
- Designed every branded touchpoint from national advertising campaigns to on-site wayfinding, signage, and environmental graphics