AJ Sangle

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UX motion designer based in Seattle, crafting visual, interaction, and motion experiences across hardware and software. Currently pursuing an M.S. in Human Centered Design & Engineering @ UW Seattle.

EXPERIENCE

UX Motion Design Intern **Sep 2026 - Present**
Amazon *Seattle, WA*

- Led an independent project as the DxD team's first UX motion design intern, **defining how Alexa's attention system communicates agentic AI tasks** (e.g., booking a hotel) across screened Echo devices through motion & visuals.
- **Presented a motion framework that evolves Alexa's light bar with new agentic states** to 15 stakeholders including senior design leadership, building customers' trust in Alexa by adding operational transparency to its agentic process & earning strong buy-in through grounding in UX research on agent hesitancy & product latency data.
- **Directly influenced how Alexa will express itself on future devices** using AI-assisted code prototypes to explore agent expressions rapidly, dedicating more time to design & refinement in **After Effects** motion studies.

Student UX Researcher **Jan 2026 - Mar 2026**
Microsoft *Redmond, WA*

- **Conducted moderated usability testing (N=8) of Microsoft Azure AI Foundry's data-integration and agent-creation workflows,** using Think-Aloud protocol to surface friction points for student users.
- **Identified a severity-4 (catastrophic) AI safety guardrail misconfiguration blocking 100% of participants** from completing core tasks, alongside 4 other findings spanning terminology confusion, UI hierarchy, & onboarding gaps.
- Compiled and presented findings in a formal usability study deck to Microsoft's CoreAI Knowledge team & directly collaborated with engineers to reproduce and resolve 5 issues, with findings escalated to responsible design teams.

Designer **Nov 2025 - Aug 2026**
Treet (Contract) *Remote*

- **Led visual execution for a B2B SaaS resale platform** serving major fashion brands, utilizing complex **Figma** design systems to translate distinct branding & style guidelines into consistent, high-fidelity responsive site mockups.
- Collaborated with internal engineering, product, and external brand stakeholders to rapidly iterate on site copy, layout, components, & user touchpoints, optimizing core B2B2C resale flows & increasing consumer adoption.
- Developed interactive motion design assets for Treet's B2B marketing presence & internal collateral using **Rive**.

UX Research Intern **Sep 2024 - Jun 2025**
Cognovate Labs (Global TIES) *UC San Diego*

- **Spearheaded mixed-methods user research** for EEG tech to assist EMT personnel in evaluation of stroke patients.
- Conducted stakeholder interviews with EMS & MICN representatives, **utilizing Dovetail for thematic analysis and coding to translate** qualitative feedback into actionable interface requirements.

EDUCATION

M.S. in Human Centered Design & Engineering **Sep 2025 - Jun 2027 (expected)**
University of Washington In progress

B.S. in Cognitive Science + Design and Interaction **Sep 2022 - Jun 2025**
University of California, San Diego Magna cum laude (3.97/4.0 GPA)

SKILLS

Design: Wireframing, Prototyping, User Flows, Sketching, Information Architecture, Web Design, Visual Design, IxD
Research: Usability Testing, Think-Aloud, Screener Design, Survey Design, Contextual Inquiry, Competitive Analysis, User Interviews, Heuristic Evaluation, Affinity Mapping, GenAI
Tools: Figma, Dovetail, Adobe Creative Cloud (After Effects), Spline, Webflow, Rive, Miro, HTML/CSS, Claude Code