

JONO KANE

PRODUCT DESIGN LEADER & STRATEGIST

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Los Angeles, CA

PROFILE

Design and product leader who has shipped consumer digital products and connected hardware at Amazon, Meta, and Yahoo!, and as a startup founder. Managed and mentored product design teams at Meta and 8tracks while staying hands-on. Working fluency in front-end engineering (React, SwiftUI), including production code shipped across web, macOS, and plugin surfaces, which makes feasibility a design conversation rather than a handoff to engineering.

Currently founder and CEO of Collaya, an AI music-tech platform taken from concept to market and now self-sustaining. Open to design leadership roles (Product Design Manager, Director or Head of Design), Principal Product Designer, and Head of Product at early-stage companies.

EXPERIENCE

Collaya

Jan 2024 to Present | Founder & CEO

Los Angeles, CA

Founder and CEO of Collaya, an artist-first music-tech platform and audio plugin built on frontier AI models, defined from a blank page in a niche, creative category. It works with a musician's own audio and MIDI to spark ideas and act as a virtual co-producer, a deliberately consent-based approach to music AI.

- Own the roadmap, prioritization, and requirements as head of product, running discovery with working musicians and defining the KPIs that steer the product.
- Design and build the full product experience: MIDI and audio idea generation, collaboration flows, and co-producer interactions.
- Built the design system that keeps the AU/VST plugin, macOS app, and web platform consistent, and ship production features across all three using AI-assisted development.
- Drive brand and go-to-market execution: marketing creative, video and audio content, the website, and social presence.
- Hired and directed a cross-functional team of 6 spanning AI engineering, QA, and creative advisory, setting craft standards and priorities.

Independent Consulting

Sep 2023 to Dec 2023 | Product Manager & Product Designer

Los Angeles, CA

- Product management and product design consulting, including a product management engagement with Tappa.
- Ran the early concept, research, and prototyping work that became Collaya.

Meta

Jan 2019 to Apr 2023 | Product Designer (senior IC), then Product Design Manager

Menlo Park, CA / Remote

Designed and led integrity and trust experiences within Meta's Cross-Integrity (XI) Business Authenticity organization, focused on Commerce Integrity and Business Messaging Integrity.

- Designed across Meta's Business Integrity surface area, the systems that let billions of people trust businesses on Facebook, including verification types such as registered brand information, domain, and bank verification.
- Owned design for core Facebook Pages surfaces, from Page creation and first-time setup through admin tools and growth hooks, including the primary Pages navigation entry points across the Facebook app.
- Promoted from individual contributor to product design manager, leading and mentoring a team of 3 designers across Business Integrity, while continuing to design hands-on.

Amazon

May 2016 to Dec 2018 | Senior UX Designer / Design Lead

Sunnyvale / San Francisco / Seattle

Drove zero-to-one design for Amazon Key, a connected-hardware delivery platform spanning smart lock, camera, and vehicle, taking it from concept to a 37-city launch against one of Amazon's costliest delivery problems.

- Lead and primary designer from early development, owning first-time user experience and core in-app flows across two launches: in-home delivery (November 2017) and in-car delivery (April 2018). Co-developed the design system behind both.
- Personally owned the majority of in-car design across a two-plus-year project, from setup and onboarding through live delivery. With no connected-car APIs available from OEMs, designed the setup flow around embedded OEM sign-in webviews plus eligibility logic that scaled across a growing list of GM and Volvo models.
- Owned trust and safety UX for an inherently high-skepticism interaction, a driver entering your home or vehicle, including real-time notifications, live Cloud Cam viewing, and the per-screen copy that set a clear, trustworthy tone.
- Alpha and usability testing showed customers did not grasp the service even after reading program materials. Redesigned onboarding cards and per-screen copy, measurably improving comprehension.

8tracks

Jul 2015 to May 2016 | Director of UX

San Francisco, CA

- Led UX for the 8tracks music platform across web, iOS, and Android, and grew and managed a design team of 4, running critiques, reviews, and hiring.
- Rebuilt the first-time experience across all three platforms, validating with usability testing and A/B tests, balancing growth, retention, and a stronger listening experience.

Fluence

May 2014 to Jun 2015 | Product Design Lead (Full-Stack)

San Francisco, CA

- Owned the full design process for Fluence: UX, design research, visual design, interaction design, and prototyping.
- Built the front-end of fluence.io in HTML5, CSS3, and JavaScript, and produced the original video and photography that anchored the visual design throughout the product.

Earlier Experience

Before 2014 | Senior UX, front-end engineering, design leadership

Senior UX and front-end engineering roles at Yahoo! (future-products design, and high-traffic membership pages including login.yahoo.com), product design at Tangible UX for clients including Intuit and Telenav, independent product design and front-end work for Shift, and multimedia and design leadership at Prudential CA Realty.

EDUCATION & PUBLICATIONS

Cogswell Polytechnical College
Bachelor of Arts
Computer Video Imaging (emphasis: Web Interface Design). Studied music and video production, motion graphics design, and interface design.

A Project Guide to UX Design (Chapter 12: Prototyping)
Contributing author

SKILLS

Leadership & Strategy
Agile · Scrum · Cross-functional Leadership · Stakeholder Management · Design Leadership · Product Management · Product & Company Strategy · Roadmap & Prioritization · Team Building · Mentorship · Experimentation & A/B Testing · Hiring & Talent Assessment

Product & Design
Product Design · UX Design · Interaction Design · UI & Visual Design · Design Systems · Prototyping · User Research & Testing · Responsive & Adaptive Design · Native Mobile & Tablet

AI & Emerging
AI Product Design · LLM-integrated Product Development · Prompt Architecture · Model Selection & Evaluation · AI-Assisted Development & Creative Tooling (Claude, Codex)

Engineering
React · HTML5 · CSS3 · TypeScript · Next.js · Tailwind · Git · SwiftUI · JavaScript · Front-end Engineering · Native macOS/iOS (Swift, Xcode)

Creative
Audio Production & Sound Design · Video Editing & Motion Graphics · Photography

Tools
Figma · Claude Code · VS Code · Xcode · Ableton Live · Apple Logic Pro · Adobe Premiere · Adobe After Effects · Adobe Photoshop · Adobe Illustrator · Nova · CLI