

Christopher Robin Fiore

Product Designer

Open to roles in New York or remote

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Product designer who takes ambiguous problems to interaction architecture, builds the hard behavior as a working prototype in React and TypeScript, then runs the test that could prove it wrong. Two published open-source plugins and preregistered blind studies with published methodology and data. Hands-on with language models since GPT-2 in **2019**.

CORE SKILLS

Product Design	Product strategy, UX/UI, interaction design, information architecture, user flows, wireframing, prototyping, design systems, state design, responsive design, motion, accessibility (WCAG)
Design Engineering	React, Next.js, TypeScript, JavaScript, Vite, Tailwind CSS, Motion, XState, Three.js
Research and Evaluation	Experiment design, preregistration, blind grading, simulation, comparative evaluation, research synthesis, Vitest, Playwright, axe-core, GitHub Actions
Tools and AI	Figma, Claude Design, Adobe Photoshop, Blender, Claude Code, Codex, plugin architecture, agentic workflow direction, AI-native interaction design

EXPERIENCE

Perfection Synthétique / Principal Designer

2022 to Present

Product design and design engineering studio, New York, NY

- + Design lead for **14** projects, including **2** in-depth case studies, owning key decisions from problem framing through user flows, state models, component systems, high-fidelity UI, working prototype, and final evaluation criteria.
- + Designed and led a preregistered, blind, three-arm study improving novelty by **+0.72 (p=0.037)** evaluating a new ideation mechanism for LLMs.
- + Direct agentic AI workflows built and run in-house, putting research, edge cases, and counterarguments in front of the design, and owning strategy, interaction decisions, and execution.
- + Delivered a completed iOS product design and component system for a food safety app, client living with celiac disease, built from direct requirements interviews: **46** exploratory wireframes developed into **30** final screens across **13** sections and **5** primary flows, with **4** explicit food-safety states and strict maintaining of safety-critical checks.
- + Developed and published an open-source, MIT-licensed Claude Code tool for educational usage of LLMs, grounded in a structured library of **170** researched learning-science principles.

Freelance Product, Web, and Visual Design

Project-Based

Independent client engagements

- + Designed and built a professional website and matching resume for a senior designer at a major entertainment studio: content architecture, visual direction, responsive implementation, and final QA.

Shawn Klush / Fan Commerce and Operations Support

2019 to Present

Internationally touring entertainer, **92K+** following

- + Fan club commerce and worldwide fulfillment: order processing, customer correspondence, and international shipping.
- + Merchandise at live engagements across the country: table setup and direct fan-facing sales.
- + Contribute to official-channel publishing and promotional announcements reaching a **92K+** audience.
- + Designed the brand's direct-to-consumer merchandise shop, currently unreleased, extending fan club and on-site sales into e-commerce.

REFERENCES

Available upon request.

- + Senior Digital Designer, Marvel Studios / Ongoing design mentorship, offered as a reference.
- + Product Designer, The Walt Disney Company / Portfolio review, offered as a reference.
- + Lead Product Designer, Goldman Sachs / Portfolio review, offered as a reference.

EDUCATION AND TRAINING

CG Spectrum College of Digital Art and Animation, Diploma in Concept Art.

Adelphi University, BFA Studio Art coursework, 2020 to 2021.

Lee Strasberg Theatre and Film Institute, Advanced Method courses, 2021 to 2022.

Learn Squared, **12** courses with Jama Jurabaev, Greg Rutkowski, and Maciej Kuciara.