

Faith Gowen

Product Designer · AI and spatial interfaces · Prototyping in code
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Product designer trained in computer science and visual art. I design tools for people who make images, films and worlds on Adobe Firefly, helped start Project Pulsar for Android XR, and prototype in code so teams can feel an experience before it ships.

EXPERIENCE

Adobe — Product Designer, Firefly · San Francisco, CA Aug 2025 – Present

- **Lead designer for Firefly Generations**, the generation workspace. Designed asset history, filtering, multi-select actions, navigation and first-run states, from concept through spec and implementation review.
- Built features in the team's shared code prototype for MAX, so new interactions were reviewed running, not as static frames. Ran test fests and bug bashes for the public beta.
- **First designer on Firefly Foundry**, Adobe's custom-model offering for enterprise. Designed AI video controls (multi-keyframe guidance, motion extraction, clip-matched length, media management) that shipped to the team's first customer, a major media studio.

Adobe — Product Design Intern, XR · San Francisco, CA May 2024 – Aug 2024

- **Founding design intern on Project Pulsar**, Adobe's 3D and spatial video editor, which launched in October 2025 as a launch app for Samsung Galaxy XR.
- Ran hands-on gesture and ergonomics studies on Apple Vision Pro, Meta Quest 3 and Pro, HoloLens 2 and Magic Leap. Findings on fatigue, motion sickness and session length shaped the MVP.
- Created the product's first end-to-end customer journey, built entirely with Adobe tools, and presented it to Adobe's incubation board.
- Analyzed 15+ spatial creation tools to define Pulsar's focus, and co-built a pitch that brought a global brand into a Firefly custom-model trial.

IBM — Front End Developer Intern · Austin, TX May 2023 – Aug 2023

- Shipped 15+ issues in React, JavaScript and CSS on IBM's Carbon design system, and was the cross-team point person for a feature that reached 100% of Cloud Security clients.

Abbott Laboratories — UX and Extended Reality Research Intern · Chicago, IL May 2021 – Aug 2021

- Presented HoloLens 2 mixed reality use cases to senior leaders and led a funding proposal for a mixed reality rehab project for people with Parkinson's disease.

Avian Machine Learning Group — Machine Learning Engineering Intern · Remote May 2020 – Jul 2020

- Labeled clinical text and ran topic modeling in Python to improve NLP-based COVID-19 symptom detection.

EDUCATION

University of Michigan — M.S. Information, Human-Computer Interaction 2025
Certificate in Extended Reality · UMSI Achievement Fellowship

Duke University — B.S. Computer Science and Visual Art 2023
Certificate in Innovation and Entrepreneurship · Benjamin N. Duke Scholarship

SKILLS

Design Interaction design for AI and XR, prototyping, motion, systems design, user research, Figma, Photoshop, Firefly
Code JavaScript, React, HTML/CSS, Python, Unity, C#
Platforms Apple Vision Pro, Android XR, Meta Quest, HoloLens 2, web

AWARDS

GEM Fellowship (2023) · 1,000 Dreams Fund New Face of Tech Award (2021) · NCWIT Aspirations in Computing National Award (2018)