

# Abigail Leyva

Product Designer with proven 0-1 creation, growth-stage scaling, and enterprise collaboration with UX and AI/ML focus.

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## Education

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Stanford University | Master of Science, Computer Science | June 2025 | GPA 3.8

Stanford University | Bachelor of Science, Product Design | June 2024 | GPA 4.1

## Professional Experience

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### UX Designer | Standard Template Labs | Sept 2025 - Present

- Architected 0→1 UX strategy for an AI incident management platform; delivered high-fidelity prototypes that secured seed-stage backing from ICONIQ and C-Suite investors at Anthropic, Datadog, and Google.
- Collaborated with the CEO (former President of Datadog) to develop adaptive interaction patterns for LLM-driven workflows, translating dense telemetry into "consumer-grade" interfaces that balance human decision-making with AI automation.
- Engineered "Design-as-Code" systems using Claude Code to build generative UI components and system prompts, enabling high-velocity engineering iterations with 100% visual consistency.
- Led product discovery by bridging technical LLM constraints with user pain points, leveraging Figma prototypes and rapid prototyping in dev environments to define the core product roadmap and drive technical requirements.

### Product Design Intern | Salesforce | June 2025 - Sept 2025

- Developed an AI-agentic command center POC, prototyping 6 interactive concepts and 4 evolving versions that earned praise from the CEO of Slack and CTO of Robotics.
- Mastered two distinct Figma design systems on an accelerated timeline, contributing new components
- Led user testing (A/B Testing, journey mapping) with 10+ customers and stakeholders, directly translating feedback into production-ready iterations to maintain a user-centric development roadmap.
- Delivered a high-fidelity prototype for Dreamforce 2025, defining the product strategy for multi-agent orchestration across autonomous robot fleets and human operators.

### Product Design Intern – User Experience | Amazon.com | June 2023 - Sept 2023

- Designed and shipped a complex case management dashboard, improving security team efficiency by 30% through end-to-end user research and journey mapping.
- Synthesized 20+ interviews and 1000+ user interactive data using thematic analysis and heat mapping to guide design iterations and influence user-centric design strategy in a high-scale corporate environment.

### Lead Product Designer | Stanford Student Enterprises | March 2022 - June 2025

- Revamped Stanford's digital ecosystem, building a comprehensive design system and restructuring site architecture to eliminate redundancy and optimize navigation across key platforms.
- Shipped responsive end-to-end solutions (web, iOS, Android) using Figma and Webflow, focusing on interaction design and scalable documentation for future engineering teams.

## Academia Research and Projects

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### Empathy with AI (Conversational Experience), Stanford Human Centered AI

Jan 2024 - Sept 2024

Architected a system using fine-tuned LLMs to drive empathy by rewriting media. Developed the core LLM evaluation framework and deployment infrastructure using Python (PyTorch/TensorFlow). Focused heavily on the human-centric conversational UX to nurture social and emotional connection.

### Bloom, Product Design Capstone

Jan 2024 - May 2024

Designed and developed "Bloomie," a JS-based desktop productivity companion that uses real-time feedback to foster social accountability and boost focus intervals by 35%. By blending digital interactions with physical focus habits, I translated in-depth research from 20+ participants into a functional tool built with JavaScript, HTML/CSS, and Adobe Illustrator.

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**Skills:** Figma, Claude Code CLI, v0, Cursor, Blender, Adobe Suite (Ae, Ps, Ai), Python, HTML, CSS, JavaScript, WCAG Standards