

Ieuan King

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Product designer and systems builder with a background in digital anthropology. Hands-on experience building human-in-the-loop AI tools for professional research, procedural 3D asset pipelines, and front-end interfaces. Skilled in user research, design systems, content strategy, human-computer interaction, procedural systems / technical art, and translating complex system behavior into understandable user interfaces.

Design & Research: Product Design, UX Research, User Interviews, Content Strategy, UX Writing, Graphic Design, Adobe Photoshop

Development: React.js, Next.js, Tailwind CSS, HTML/CSS, Front-End Development/Design

AI & Data: Human-AI Interaction Design, Agent Dataset Development, Prompt Engineering, Applied Research, HITL-AI, Cursor AI, AI-Assisted Code Generation GitHub, Claude Code, Posthog

Technical Art & 3D: Procedural Content Generation, 3D Asset Pipelines, Blender, Python, Blender Python API, Blender MCP, Three.js, Godot 4, Procedural Animation, PBR Materials, glTF 2.0

Creative & Marketing: Ableton, Digital Media, Web Content Creation, Social Media Strategy, Brand Identity

EXPERIENCE

Ubik Inc / Co-Founder / Product 2023 – Present

- Designed and shipped production UI across a Next.js web app and Electron desktop app, driven by user research (interviews, behavioral observation, session replays) and design-partner feedback
- Defined the UX patterns, approval flows, and citation-verification interfaces for a HITL-AI research tool focused on trust, evidence attribution, and human control
- Authored product copy, microcopy, and content guidelines establishing voice, tone, and terminology across all user-facing surfaces
- Built custom datasets and designed system prompts for multi-hop research agents

aka4UH / Producer / Performer / Creative Director 2019 – Present

- Independently released electronic music across multiple labels, accumulating 4M+ streams across 174 countries and 400K+ unique listeners since 2022, performing internationally.
- Managed and built creative narrative through production, visual identity, release strategy, and artist branding across platforms and aliases, spreading music through genres organically
- Organized and promoted live events booking artists from Montreal, Tokyo, and mostly New York, with a focus on highlighting homegrown talent in a city where NY-native artists struggle to find opportunity

INDEPENDENT PROJECTS

Procedural 3D Asset Pipeline & Technical Art 2026

- Built a procedural 3D asset pipeline generating 89+ game-ready assets from 112 Python scripts, treating 3D art production as a software problem with version-controlled, parameterized design history. Developed browser-based Three.js preview tools replacing the engine build cycle.

Wrdef - Wordle remake with definition upgrade.

- Designed the multi-phase game loop (solve → bonus-blanks → sentence-sense disambiguation) and built the data pipeline of ~2,200 curated five-letter words with difficulty-ranked senses sourced from the Free Dictionary API. Built with Next.js 15, React 19, TypeScript, Tailwind v4, and framer-motion.

EDUCATION

SUNY Purchase / B.A. Anthropology & Media Studies 2022 – Focus areas: Screen addiction effects in children, datafication of porn, algorithmic oppression, digital capitalism, gentrification politics, environmental anthropology, the sounds of gentrification. GPA 3.5.

Xavier High School 2018 – AP Computer Science, French 3, Rugby