

MOZY MERVIN

Product Designer - AI-Integrated, Interactive Product Design

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PROFESSIONAL SUMMARY

Product designer with a technical foundation, focused on interactive, spatial, and AI-integrated products across automotive, sports, healthcare and other emerging tech. Builds functional prototypes in Figma, ProtoPie, and Unity to prove ideas out, rather than static screens alone. Background in VFX and animation production for studios including Marvel Studios, Netflix, Disney, Sony Pictures, and Amazon Studios shaped a consistent instinct: show each user only what is relevant to their task, and strip away the rest. Comfortable working close to engineering, reasoning through system logic and collaborating directly with developers.

SKILLS

Product Design · UX Design · User Centered Design · Interaction Design · Prototyping · Wireframing · User Research · User Stories · Design Systems · Data Visualization · Unity · ProtoPie · Figma · AI-Assisted Prototyping (Cursor, Lovable, Google Stitch, Framer) · Generative AI · Cross-Functional Collaboration

PROFESSIONAL EXPERIENCE

Product Designer | Magnum Lynx, Greater Toronto Area, ON

2024 – Present

- Founded and run an independent design studio delivering brand identity, web design, and product design work for small business and healthcare clients.
- Designed brand identity and website for a new medical practice (Nephrology Practice of Niagara), prioritizing simplicity for an older patient demographic. Client praised the result as a clean, highly professional, fully functional solution aligned with the practice's complex requirements.
- Produced branding and social media content for two healthcare clients, including a physiotherapy practice.
- Shaped subscription flows, premium feature gating, and gamification concepts for CussMe (a slang translation app), balancing user experience with monetization goals.

Production Manager | VFX & Animation Industry (Contract), Toronto, ON

2019 – 2024

- Delivered production management across four studios (SPIN VFX, Jam Filled, Snowball Studios Ltd., Pipeline Studios) for clients including Marvel Studios, Netflix, Disney, Sony Pictures, and Amazon Studios.
 - Customized ShotGrid interfaces for 60+ compositing artists, stripping each artist's view down to only what they needed: deadlines, revisions, and notes, sorted by priority.
 - Built department-specific ShotGrid views (animation, layout, lighting) so each team saw only relevant project and client information.
 - Served as first point of contact between clients and the production team on select projects, translating client requirements into production plans.
 - Designed and automated a formula-based overtime tracking sheet, replacing manual calculation with simple time entry for artists.
 - Led a distributed team across time zones (Toronto and Tel Aviv), restructuring meeting schedules around time zone overlap to keep review cycles efficient.
 - Coordinated recording sessions for a children's animated series, working directly with ACTRA to schedule around child performer needs and avoid fatigue.
 - Identified and resolved process bottlenecks across cross-functional teams throughout each production's lifecycle.
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SELECTED DESIGN PROJECTS

Tesla Spatial AR Configurator — Unity, ARKit/ARCore — *Deployable*

Spatial AR app letting users place, walk around, and customize a life-size Tesla vehicle in their own environment. Built solo in 3 weeks, with an additional week of polish.

F1 Race Telemetry Visualizer — Unity, OpenF1 API — *Shipped*

Real-time 3D race visualization letting viewers follow any driver's perspective during a live race, unlike fixed broadcast camera angles. Built for the 2026 Canadian Grand Prix, with the Unity architecture designed to extend to other races by feeding in new telemetry data.

Vitals+ — AI-Integrated Electronic Medical Record — ProtoPie, Figma — *Prototype*

High-fidelity EMR concept built around how physicians work, with AI-assisted SOAP note drafting and role-based views separating physician and admin access. Validated with feedback from practicing physicians, including a board-certified nephrologist and a Mayo Clinic-affiliated physician.

Siri Passphrase — Safer Hands-Free Unlocking — Figma — *Concept*

Concept introducing a voice-based passphrase as a middle tier between Siri's fully-locked and fully-unlocked states, verifying identity for low-risk actions like calls and navigation without a full device unlock.

EDUCATION

Postgraduate Certificate in Game Design | Sheridan College, Oakville, ON 2015 – 2016

Bachelor of Engineering in Electronics, Computer Science & Media | Karunya Institute of Technology and Sciences, IND 2009 – 2013

CERTIFICATION

Google AI Essentials — Google (2025)