SAGE REBELLO

Product Designer | UI/UX, Prototyping & AI Products

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SELECTED PROJECTS

Product Designer & UX Researcher | talkIT

AI-powered language-learning app · Brown University + RISD — 2025 – 2026

- Surveyed 130+ learners; 79.1% couldn't recall vocab in real settings. Designed a camera-first AI conversation app.
- Ran 3 in-person test sessions, iterated in Figma, and built an interactive web demo.

Lead Product Designer | Course Correct

Mobile app for driving instructors · Brown University + RISD — 2025 – 2026

- Ran ride-alongs with 2 instructors and 1 student; tested 3 layouts and glance-first won.
- Designed swipe-to-flag, notes capture, and session write-ups; built a working prototype.

Co-Founder, UI/UX Designer & Producer | Rock On, Raccoon!

Mobile rhythm game · MassDigi Summer Innovation Program — Summer 2023

- Co-led a mobile rhythm game shipped on the App Store and Google Play (4.8 avg, 17 App Store ratings).
- Designed the UI and visual system, iterating after playtests on real tablets; produced the launch trailer.

EXPERIENCE

AI Design Researcher & Product Developer

Agentic AI Design Research Lab, Brown University — Sep 2026 – Present

- Build DealRadar, a multi-agent AI prototype for M&A likelihood and options strategies.
- Design the full interface, showing the evidence behind each trade idea and requiring approval.

UI/UX Designer & Accessibility Researcher

Technologies as Prosthetics, CNTR, Brown University — Sep 2026 – Present

- Design an interactive Inca khipu experience and site for a project on disabled and gender-marginalized inventors.

AI Policy & Legislative Researcher

AISLE Legislation Lab, CNTR, Brown University — Sep 2026 – Present

- Score about 2 AI bills per week against the AISLE framework for transparency, accountability, privacy, and fairness.

Design Researcher & Motion Graphics Animator

Pluriversal Futures Design Lab — 2024 – 2025

- Designed storyboards, motion language, and visual system for a 10-minute speculative design film.

EDUCATION

MA, Design Engineering (MADE) · Brown University + Rhode Island School of Design (RISD) — 2025 – 2026

Bachelor of Fine Arts · Cornell University · Dean's List, Spring 2025 — 2021 – 2025

SKILLS

Design	Product Design, UI/UX, Interaction Design, Design Systems, Wireframing, Prototyping, Accessibility, Motion Design
Research	UX Research, User Evaluation, Speculative Design, Physical Prototyping
Tools	Figma, Framer, Adobe CC, Blender, Procreate, Miro, Cursor, Codex, Claude Code, Arduino
Code	React, React Native, SwiftUI, JavaScript, HTML/CSS, Python, Java, C++