

Kevin Tame

Product leader, founder, designer, educator, and amateur adventurer

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SUMMARY

Product and design leader with a passion for AI, education, and social impact. Known for building 0>1 products, scaling cross-functional teams, and delivering mission-driven innovation.

EXPERIENCE



Lead UX Designer, AI

Vivint Smart Home | Lehi, UT | *Feb 2025 - Present*

Leading design for Vivint's AI initiatives, shaping strategy for human-AI interaction and advancing camera-based AI features including facial recognition.



Director of Product and Design

Workplace AI | Salt Lake City, UT | *Jan 2023 - Feb 2025*

Led a cross-functional team of designers and engineers to build an AI-powered workplace feedback app. Created a viral user acquisition loop, optimized AI output via prompt engineering and model training, and streamlined the UI for a seamless user experience. Oversaw certification for SOC 2, NIST, ISO 27001, and GDPR compliance.



Chief Product Officer and Co-Founder

Thrive Software | Baltimore, MD | *Feb 2018 - Jan 2023*

Assembled a team of designers and engineers to develop and launch an AI-powered coaching app for under resourced youth in Baltimore. Accelerated development by leading design sprints and releasing MVPs that reduced decisions from weeks to days. Achieved 85% user adoption in the first month of release through effective onboarding.



Director of Technology

City Teaching Alliance formerly Urban Teachers | *Nov 2014 - Jan 2018*

Managed a team of technologists and a \$1M budget to deliver internal tech solutions, overhaul infrastructure, and streamline systems. Cut operational costs by 30%+ through strategic process improvements.

Product Design

Interactive Design
Web and Application Design
Product Vision and Strategy
Wireframing
Prototyping
Design Research
Story Boarding

Management

Project Management
Team Management
People Engagement
Budget Management

Technology

Figma, Sketch, Protopie,
Webflow, Bubble, Invision,
Abstract, Affinity Suite, Adobe
Suite, Procreate, Javascript/
Typescript, React,
TailwindCSS, Salesforce,
Customer.io

AI

Prompt Engineering & Design,
Model Training & Labeling,
Model Evaluation & Validation
(Precision, Recall), RAG,
Vector Embeddings, Vector
Databases (e.g., Pinecone)



Co-Founder, Chief Executive Officer

Eddee | Dec 2011 - Present

Founded Eddee to help teachers save time by streamlining the grading process. Launched the MVP in 2011 by manually grading teacher submissions to validate demand. Revived the product a decade later, leveraging advances in NLP to enable scalability. Actively refining the user experience and improving the grading model's accuracy in collaboration with a select group of educators.

Passions

Coaching
Mentorship
Education
Board Games
Snowboarding
Running
Mountaineering
Ski Touring
Product Creation
Game Design
Reading (Audiobooks)



VP of Product

Null Signal Games | Volunteer | May 2018 - Mar 2025

Founding member and product lead at Null Signal Games. Managed a 40-person team across 10 regions to deliver Netrunner, a collectible card game. Halved production time via strategic roadmapping and operations. Grew revenue from \$20K to \$550K through improved marketing, streamlined distribution, and cost cuts.



Director of UX

Teach For America - IT and Admissions | Jul 2012- Dec 2014

Led design of TFA's first UX team. Designed a new Corps Member selection tool, reducing selector bias and improving decision quality. Managed tech liaisons to enhance admissions tools and directed a 30-person QA team, reducing launch defects from over 100 to zero.



Corps Member, Mathematics Teacher

Teach for America | Baltimore, MD | May 2010- Jul 2012

Selected as one of 4,500 from over 50,000 applicants to join Teach For America, teaching in underserved communities. Taught math to 300+ students, raising state exam pass rates from 3% to 62%. Named a Regional Finalist for the Sue Lehmann Excellence in Teaching Award.

EDUCATION



Johns Hopkins University

Master of Education | 2012



Utah State University

Master of Business Administration | 2010



Brigham Young University

Bachelor of Science: Sociology | 2008

