

Luis Danny Mosquera

Principal Product Designer

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Authorized to work in the U.S. - no sponsorship required

Summary

- Extensive experience leading complex workflows, systems, and interaction design across AI healthcare, AI assistants, wearables, and consumer products.
- Known for bringing clarity to ambiguous product spaces, aligning cross-functional teams, and delivering intuitive multi-platform experiences that improve usability, efficiency, and adoption at scale, including products that contributed to a 72% reduction in workflow time.
- Expertise in zero-to-one product design, prototyping, and design-to-development workflows, with 8 issued patents across AI assistant and consumer technologies.

Skills

User Experience (UX) Design, Voice UX, Human-Centered Design, Artificial Intelligence (AI), Generative AI, Conversational AI, LLM-Based Product Design, Mobile App Design, Interaction Design, B2B SaaS, High-Fidelity Prototyping, Design Systems, User Research, Usability Testing, Accessibility (WCAG), Cross-Functional Collaboration, 0-to-1 Product Design, Design Operations, Healthcare UX, Omnichannel UX, Figma, Sketch, InVision, Miro

Experience

Suki AI | Redwood City, CA

Principal Product Designer | September 2018 – April 2026

AI healthcare platform for ambient documentation and clinician workflows.

- Early design hire who helped scale the product from pre-seed to enterprise adoption, contributing to \$165M+ raised and deployment across 200+ provider organizations.
- Led design of ambient AI documentation and voice workflows that contributed to a 72% reduction in documentation time and a 5% increase in encounter volume.
- Defined assistant experiences across mobile, browser, EHR, and dictation workflows, supporting broad clinical adoption and recognition, including Forbes AI 50 (2024) and a KLAS score of 93.2 (2024).

Freelance | San Francisco Bay Area, CA

Product & UX Designer | May 2017 – September 2018

- Delivered UX and product design consulting across multiple early-stage technology clients, spanning interaction design, prototyping, and design systems development.

PCOM.io | Mountain View, CA

Senior UX Designer | July 2016 – May 2017

Early-stage wearable startup exploring eyes-free, voice-first AI communication devices and services.

- Led early design and prototyping for a voice-first AI messaging platform spanning wearable hardware, cloud services, and companion apps, enabling fast, safe communication across people, assistants, and connected devices.
- Helped define one of the earliest AI pin-style wearable concepts, shaping interaction models for voice-first wearable experiences years ahead of the category's mainstream emergence.

Barnes & Noble (NOOK) | Santa Clara, CA

Senior UX Designer | January 2010 – June 2016

A digital reading platform by Barnes & Noble spanning e-readers, tablets, and an integrated ebook marketplace.

- Contributed to the design and launch of NOOK Color, one of the earliest 7-inch LCD reader tablets, helping establish the UX foundation for subsequent NOOK devices and apps that supported nearly \$1B in eReader and eContent revenue by 2012.
- Contributed to R&D efforts exploring tablet interaction models, including stylus-based input, while helping streamline reading controls across tablet and e-ink platforms.
- Helped unify the reading experience across devices, including NOOK GlowLight and mobile apps, through consistent interaction patterns and reading controls.
- Redesigned core reading tools, typography, and EPUB rendering in close partnership with publishers and engineers, improving readability, annotation, and long-form reading across form factors.

Patents

- US 12,664,985 - Systems and methods configured to generate object vestiges based on audio information conveying natural speech, Suki AI, Inc. (2026)
- US 12,340,882 - Systems and methods to cause annotation transfers between client computing platforms, Suki AI, Inc. (2025)
- US 10,585,563 - Accessible reading mode techniques for electronic devices, NOOK Digital, LLC (2020)
- US 9,658,746 - Accessible reading mode techniques for electronic devices, NOOK Digital, LLC (2017)
- US 9,575,948 - Annotation of digital content via selective fixed formatting, NOOK Digital, LLC (2017)
- US 9,436,357 - System and method for creating and viewing comic book electronic publications, NOOK Digital, LLC (2016)
- US 9,195,373 - System and method for navigation in an electronic document, NOOK Digital, LLC (2015)
- US 9,128,608 - System and method for an electronic reader that allows access to additional content and tools, NOOK Digital, LLC (2015)

Education

- Los Angeles Valley College - Design & Visual Communication