

D'Jaun Green

A stack full of design and leadership experience.

Staff Product Designer
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EXPERIENCE

Meta · Instagram & Threads Staff Product Designer 2022 — 2026

- **Instagram Protections** — Led design for account recovery and remediation across Instagram and Threads, driving cross-organizational, multi-quarter strategy for Meta's Last Resort Recovery and Hacked Account cleanup.
- Led a x-org design team across Facebook, Instagram, WhatsApp and Threads through large redesign efforts aligning leadership and integrity partners around a shared vision for Account Recovery comms framework.
- **Instagram & Threads Profile Identity Safety** — Owned the design strategy for combating impersonation and scams across Instagram and Threads in service of Meta-wide integrity strategy, establishing a unified scams framework and standing up cross-functional ceremonies to streamline delivery.
- Led a distributed design team of 16 across product, integrity, and policy along with 30+ engineers covering both efforts, aligned to a single strategic arc.

Meta · Facebook Staff Product Designer 2021 — 2022

- **Events & Remote Presence** — Led strategy and execution, establishing shared design principles for remote event experiences across Facebook and WhatsApp. Led designers across both product orgs through the alignment, reconciling competing priorities to hold the vision intact.
- **Search & Hashtags** — Set the design vision for hashtag evolution, improving discoverability and the path to relevant content. Aligned peer designers and PMs across Search around the vision, raising the design craft bar for discovery patterns.

CivicActions Product Design Lead 2019 — 2021

- Led design systems and execution for the Department of Justice's NIJ initiative.
- Led a team of 5 product and content designers executing a multi-half design and migration strategy for the Los Angeles County website and backend redesign
- Led UX for an experiential learning tool in partnership with the U.S. Digital Service.

BriteCore Sr. Product Designer 2018 — 2019

- Designed core workflows for an insurance SaaS platform, enabling agents to accurately process auto claims and shipped production UI alongside engineering.

Noisy Trumpet Design Director 2017 — 2018

- First hire responsible for building the agency's design and development staff while establishing company strategy.
- Scoped client projects for feasibility and execution; led visual and UX design as well as technical strategy across all client and internal work.

USAA UX / Interaction Designer 2013 — 2017

- Designed internal tools for Member Service Reps to support real-time customer interactions, alongside consumer banking product work.
- Designed for the Design Language System, shaping the company's digital brand.
- Led product-page redesigns and mentored 5 junior designers

Ft. Sam Houston	Lead Marketing Designer · San Antonio, TX	2011 — 2013
San Antonio Spurs	Web Designer · San Antonio, TX	2010 — 2011
Gold's Gym	Web & Marketing Designer · San Antonio, TX	2009 — 2010

AI PRACTICE Brief overview of how I use AI in my process

- **Claude** - Multi agent workflows across research, IA, and copy to compress exploration cycles and pressure-test decisions.
- **Claude + Cursor + Xcode** - Build functional, code-based prototypes, shipping interactive concepts instead of static mockups.
- **Claude + VScode** - Design and run autonomous agent workflows (Claude Code + MCP) to automate production and project tasks.
- **Figma Make** - Quickly iterate on design sprints during workshops to increase speed of delivery to leadership. Template creation for decks and design files.

DESIGN LEADERSHIP & INFLUENCE **Served as informal design lead for 4-16+ ICs across Meta on a project basis spanning 6 months on a avg., for 5 years** including critiquing, coaching, and approving work before it hit leadership, without formal authority over the team. Carried that same influence and expertise into the classroom, teaching UX at University of the Incarnate Word and General Assembly.

DESIGN HIRING **Served on a design hiring committee** refining the product design interview process at Meta, shaping evaluation questions, grading criteria, and how candidates were leveled and placed. Was 1 of ~30 designers company-wide to **lead live design sessions in final-round interviews**. Interviewed 2-3 candidates weekly for all design levels while continuing to ship Staff-level work across Instagram and Threads.

EDUCATION **University of the Incarnate Word**
Interactive Media & Design

San Antonio College
Design Principles & Interaction

TEACHING **University of the Incarnate Word**
Courses — Intro to Web Design · Design Principles Application · Design Interaction

General Assembly
Courses — Intro to UX · Interaction UX

NON-PROFIT **Latched Support** Board Member
Design & Brand · Treasurer

FREELANCE **SAS · San Antonio Shoes** Illustration · Web design **Juventus Youth Soccer Club SATX** Marketing strategy · Web design

ResultStack
Truck2Table app design · Flying J kiosk experience redesign