

# Luke Montgomery

**Lead Product Designer** 10 years, focused on developer tools and AI products. I lead cross-cutting work from research through launch and use AI end-to-end to compress the loop between idea and shipped experience.

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## EXPERIENCE

### **Lead Product Designer at Amazon Software Builder Experience** / Nov 2022 → Jan 2026

Design lead across a 40+ tool ecosystem supporting Amazon's software development lifecycle. Research, product strategy, and shipped features for 80,000+ engineers.

- Led design for Amazon's work management tool for 80K+ engineers. Reframed a parity-driven roadmap around user needs and shaped three 2026 initiatives. Drove a 118% MAU lift & 18% decrease in legacy tool usage.
- Led UX on the code review tool that serves as the last human decision point before code enters Amazon's deployment pipelines. Reframed the work around decision latency and shipped AI-generated PR descriptions, effort estimates, and editor integration. Asked back by the team to lead 2026 design for an AI-powered code review auto-approval system.
- Co-led the first cross-tool study of how Amazon engineers ship code across Amazon's developer toolchain. Findings drove follow-on design work across 15 product teams.
- Redesigned a pre-launch AI data import feature by surfacing decisions so users could review, correct, and trust them before committing.

### **Senior Product Designer at Amazon Fulfillment and Supply Chain** / Aug 2020 → Nov 2022

- Solo designer across Amazon's Multi-Channel Fulfillment and Amazon Warehousing and Distribution, shipping operational tools for inventory, replenishment, shipment tracking, and capacity reservation. Shaped early vision for Supply Chain by Amazon.

### **Senior UX Designer at Mentor Creative and Montgomery Consulting** / Jan 2016 → Aug 2020

- Delivered UX across healthcare, e-commerce, and consumer mobile for clients including Fred Hutch, Eddie Bauer, and Tavour. Tavour mobile app redesign contributed to a 25% revenue increase.

## EXPERTISE

**Design** · Interaction design, systems design, visual craft, prototyping, IA

**Research** · Qualitative studies, usability testing, design sprints, contextual inquiry

**AI & Prototyping** · Vibe coding, coded prototypes, AI-workflow design, Figma, v0, Claude, HTML/CSS

**Leadership** · Roadmap ownership, cross-functional alignment, problem framing

## SELECTED EXPERIMENTS

Public experiments in AI-native prototyping, shipped to pressure-test “idea to shipped” speed.

**Scatter** (lukemontgomery.com/scatter) · Interactive dot-art tool and creative-coding playground

**Tend** (lukemontgomery.com/garden) · Garden simulation; day/night cycle, emergent creatures, playful affordances

## EDUCATION & TEACHING

**B.A. Liberal Studies** · Northwest Nazarene University

**School of Visual Concepts** · Instructor, Prototyping and Usability Testing / 2019 → 2021