Jordan Staniscia

About

Jordan Staniscia is a designer building products & services in San Francisco. Over 10+ years, he's worked in many industries and alongside many exceptional design organizations.

I work to build happy and healthy teams that can launch outstanding products.

Outside of work, I'm an avid reader, urbanist, cyclist, sneaker head, and tech tinkerer.

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Experience

Staff Product Designer @ Stripe

March 2021 – Present, San Francisco Bay Area

Stripe builds financial tools and economic infrastructure for the internet. We're helping small startups and the world's biggest companies build products, create business models, and scale their efforts globally.

Design Advisor @ Superframe

August 2023 – January 2024, San Francisco

Configuring and adapting sales platforms is currently an expensive and tedious process, Superframe believes its artificial intelligence solution can streamline it. The company is aiming to disrupt the $32 billion Salesforce service market with a generative AI chatbot-based interface.

Design Advisor @ Culdesac

May 2020 – Present, Remote

I'm passionate about the future of cities. Culdesac is a prime example of a company that is doing the work to not only run a business, but also improve how we live our lives. The goal: build car-free neighborhoods in the United States for a healthier human experience and to reduce carbon emissions.

Founding Designer @ You.com

Oct 2020 – March 2021, San Francisco Bay Area

The company aims to build a new kind of search engine based around new AI processes and privacy at it's core. I joined the team at it's infancy in order to give design direction to the small, scrappy search team.

Staff Product Designer @ Abstract

May 2018 – Oct 2020, San Francisco/Remote

Design is more than layouts and prototypes. We've built Abstract to help with the other half of design work: managing changes, documenting the work, and keeping everyone informed. It's a version controlled workflow, built on Git, and seamlessly integrated with your favorite design tools.

Lead Product Designer @ Instacart

October 2014 – May 2018, San Francisco

I was the first product designer at Instacart and shephearded the company and the experience through many pivotal phases. Almost every aspect of the web, iOS and Android apps were designed by me in my time at the company. Some of my largest responsibilities and accomplishments are:

- Leading design efforts to build a comprehensive design system for our web, iOS, and Android apps across customer and shopper experiences.
- Facilitated numerous design discovery sessions and workshops with team.
- Had the opportunity to design the Instacart carrot logo in-house.

- Built internal tools to accelerate our team's speed and clarify our process incuding internal iOS apps.
- Built internal tools to accelerate our team's speed and clarify our process.
- Oversaw coordination between designers on different product teams and their engineering and product counterparts.
- Helped lead user research initiatives, many of which in physical stores to foster strong understanding of the grocery space with the team.

Design Advisor @ Popsql

March 2018 – May 2018, San Francisco

I love helping budding companies get started. Popsql was a fantastic example of this—The company was just getting its footing and needed someone to help with pricing and strategy for some of their upcoming features. I jumped in to help. I was proud to see the company enter YCombinator in Spring of 2019.

Product Designer @ Storify

January 2014 – October 2014, San Francisco

Storify was the first company to understand that social media could also become front-page news. The walled gardens of Facebook, Twitter, and others made it difficult to tell the stories of what was happening online. We worked on a multitide of projects to turn a free business into a premium, work-place collaboration tool with paying customers. It was also one of the first real-time collaborative interfaces.

Product Designer @ Livefyre (Aquired by Adobe)

June 2013 - October 2014, San Francisco

Livefyre began as an online commenting tool and quickly became much, much more. It became the social tool for large publishers (CNN, Timeout, Sony Playstation, The Oscars, and many more). I was responsible for work on comments, inline conversation, ratings, polls, native ads, and more over the course of the job. Adobe acquired Livefyre in 2016.

Front-End Engineer + Designer @ Heyzap (Aquired by RNTS Media)

June 2012 - May 2013, San Francisco

Heyzap started as a social network for mobile games. Over the course of my time at Heyzap, I helped Heyzap pivot into becoming a premier mobile ad network. Starting first with mobile games, I built out ad dashboards, ad units, and tons of tools to improve the gaming experience for customers and profitable for game designers. Heyzap was acquired by RNTS Media for $45M in 2016.