D'Jaun Green

Designing how people find what matters, and trust it.

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SUMMARY

17 years designing how people discover, connect, and trust: search and events at Facebook, identity and recovery for people and Creators across Instagram and Threads. I lead cross-org teams of up to 16 designers through influence, prototype in code, and hold a high craft bar.

EXPERIENCE

Meta · Instagram & Threads — Staff Product Designer — 2022 – 2026

- **Instagram Protections —** Led design for account recovery and remediation, helping people and Creators regain the communities they've built on Instagram and Threads, with multi-quarter, cross-org strategy for Last Resort Recovery and Hacked Account cleanup. → Higher recovery completion rate and faster time to recover.
- Led a cross-org design team across Facebook, Instagram, WhatsApp, and Threads through major redesigns, aligning leadership and integrity partners on one Account Recovery comms framework.
- **Instagram & Threads Profile Identity Safety —** Owned design strategy for impersonation and scams so people and Creators can trust who they find across Instagram and Threads, with a unified scams framework and cross-functional ceremonies that streamlined delivery. → ~1.5x more impersonation reports, surfacing abuse earlier.
- Led a distributed design team of 16 across product, integrity, and policy, plus 30+ engineers across both efforts, aligned to a single strategic arc.
- Ran problem-framing workshops and research synthesis with PM, Eng, and Research.

Meta · Facebook — Staff Product Designer — 2021 – 2022

- **Search & Hashtags —** Set the vision for how people discover content through hashtags and search, aligning designers and PMs across Search on one discovery model and raising the design craft bar for discovery patterns as part of a ~2-month 'hack-a-half' project adopted by Central Search team.
- **Events & Remote Presence —** Led strategy and execution, setting shared design principles for how people and Creators gather remotely across Facebook and WhatsApp, aligning designers across both product orgs and reconciling competing priorities to hold the vision intact. → 2x growth in Events created, better events discovery

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

Earlier Web & marketing design · Ft. Sam Houston, San Antonio Spurs, Gold's Gym — 2009 – 2013

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, shareable, reusable 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 average, 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

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