

# GREG SAUL

GregSaul@gmail.com

I'm a multidisciplinary product designer and entrepreneur, passionate about working with others to design products and address real-world users' problems and needs, cohesively and end-to-end across multiple physical and digital touch-points.

I use my background in UX, Industrial design, electronics, and programming to rapidly design solutions and work with diverse teams to lead and help drive design visions within complex spaces.

## SKILLS

### Design:

Participatory Design  
Design Leadership  
Ideation

### Research

User Testing

Product Design

Storyboarding

Studio Photography

Video Production

Workshop facilitation

Journey mapping

### Programming:

C#, C++, SQL,

Java, Python,

openFrameworks,

CSS, React,

Javascript, Android,

iOS, TensorFlow

### Hardware:

Embedded Systems

PCB Design

Arduino

MBED

PIC microcontrollers

Circuit design

### Prototyping:

Digital manufacture

Model making

Embedded systems

Mechanical systems

## WORK EXPERIENCE:

### Founder, Ponder AI, Redmond

Founder at Ponder. An AI workspace for your life that helps you get things done from start to finish by providing intelligent tools, not walls of text.

April 2025 - Present

### Director, Botto Studio, Redmond

Lead a product design and development studio working on product innovation and building products and systems for healthcare.

July 2023 - April 2025

### Principal Designer, Microsoft, Redmond

Led end-to-end employee experience design initiatives, focusing on productivity and cross-touchpoint design across physical and digital workflows.

July 2019 - Sep 2023 (Full-time)

### Senior Designer & co-founder, Botto Studio, Seattle area

Building AI infused design tools that help people create beautifully and relax constructively through AI powered, generative, and algorithmic interfaces.

September 2018 - May 2019

### Senior Creative Design Technologist, Microsoft Research, Cambridge.

Working on products that bridge the physical and the digital in IoT, Toys-to-life and medical devices. Delivering design concepts, Industrial design, building functional prototypes, producing videos, designing for and coordinating manufacture. Managing diverse teams to build integrated systems.

July 2015 - August 2018

### Creative Technologist, Lift London, Microsoft Studios, London.

Worked with game developers on concepts to bring games into the physical world. Idea generation and rapid prototyping of working systems.

Aug 2013 - July 2015

### Freelance Designer/Developer, Founder of Diatom Studio Ltd, London.

Led a studio focusing on delivering innovative products in the space of digital fabrication, IoT, apps and education.

Aug 2010 - July 2015

### Visiting researcher at the JST ERATO Design UI Project, Tokyo.

Developed SketchChair, a Java based interactive application that allows users to design their own furniture. Developed algorithms for robotic platforms in C.

Aug 2009 - Feb 2010

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## Applications:

Adobe Creative Suite

Solidworks

Altium

Visual Studio

Xcode

Unity

Fusion 360

Sketch

## EDUCATION:

Victoria University of Wellington, School of Design.

Bachelor of Design (First Class Honours), Industrial Design

Exchange with Carnegie Mellon School of Design, Fall 2007 & Fall 2008

CMU Dean's list, Fall 2007

CMU Cumulative QPA: 3.79

## SELECT PROJECTS:

Fizzyo - Platform that helps Cystic Fibrosis sufferers monitor and increase airway clearance exercise adherence through gamification and feedback . (Lead hardware and software design first study, Designed and built hardware and software for second study currently entering trials)

SketchChair, is a software tool that allows anyone to easily design and build their own digitally fabricated furniture. Successfully funded via Kickstarter. (SketchChair.cc) 2009-2013

Piccolo, is a pocket sized open source CNC-bot. Using laser-cutting, off-the-shelf hardware and Arduino, you can make your own simple 3 axis robot. (Piccolo.cc) 2012-2015

Flowpaper, is an interactive drawing tool that lets people make beautiful flowing paintings using hand gestures. Reached to 5M users & 4.5 ★rating. [ Available on iOS and Android] 2010-2015

## AWARDS AND CERTIFICATES:

2025 - Google for Startups Grant

2017 - Machine Learning, Andrew Ng, Stanford University.

2017 - AbilityNet Tech4Good Award, Winner of the Digital Health Award

2016 - Microsoft OneWeek Hackathon, 1st place, consumer product category.

2015 - Microsoft OneWeek Hackathon, 1st place, consumer product category.

2013 - Allard Prize Award Design Competition Winning entry, as Diatom Studio.

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## **SELECTED EXHIBITIONS :**

Ars Electronica Festival, Linz 2014

WIRED Conference, Telefonica Test Lab, London 2014

Science Museum, "Make Hack Do", London 2014

World Maker Faire, New York 2011, 2012

CMoDA, Maker Carnival, Beijing 2012

Miraikan "Fun Club Week", Tokyo 2010

SIGGRAPH 2009, Boston 2009

## **SELECTED Talks & Papers:**

Project Zanzibar – CHI 2018 (Best Paper): Tangible multi-touch mat sensing NFC objects and gestures for interactive learning and play.

SketchChair – TEI 2011: Generative design tool allowing users to sketch and fabricate custom chairs from 2D drawings.

ISAT, DARPA, [Naturally Expressed Rapid Design] workshop, Washington 2014

ARS ELECTRONICA Creative Cloud, Osaka 2013

TEI Tangible, Embedded and Embodied Interaction, Madeira 2011

Creative Summit 2 "Garage Brands" Invited Speaker, Düsseldorf 2010

## **SELECTED PRESS:**

WIRED Magazine UK, July 2012

Designnet Magazine, November 2011

Weave Magazine, November 2011

## **PATENTS**

Named inventor on 12+ patents filed with Microsoft Research & Microsoft Technology Licensing, including:

Flexible Multi-Layer Sensing Surface, US20170123531A1 (filed 2016, pub. 2017) — foundational to Project Zanzibar's tangible interaction mat

Modular Construction for Interacting with Software, EP3116617B1 (filed 2015, granted 2019) — patent covering modular toy/game systems for Xbox experiences

Extender Object for Multi-Modal Sensing, WO2017079098A2 (filed 2016, pub. 2017) — enables interaction between physical objects and RF/capacitive sensing mats