Jeremy Sallee

sallee.design

jeremy.sallee@gmail.com

Ashland, OR

Product designer with 16+ years building complex interfaces for startups and enterprises. Founding designer at Telly and Veza, and the first designer at Nutanix, where I grew the design team from 1 to 50 through IPO. Strong across both product design and design systems, with the technical background of a design engineer.

Clerk | Staff Designer

Dec 2024 - July 2026 | Ashland, OR (remote)

sallee.design/work/clerk

Owned end-to-end product design on dense dashboard surfaces (SSO debug, system logs, billing) and rebuilt the product design system (Ceramic 1.0: 485 components, 285 variables, light and dark mode) with tight design and engineering parity.

Designed Mosaic, Clerk's public auth UI system, so customers can brand and customize sign-in and profile experiences.

Worked side-by-side with design engineers and shipped small production changes myself when extending the system.

Kraken | Sr Staff Designer

May 2022 - Dec 2024 | Bend, OR (remote)

sallee.design/work/kraken

Designed product flows (including early Portfolio and Plaid checkout work) before leading 1KDS, one system for Pro, Consumer, and Marketing, adopted by ~60 designers and ~200 engineers.

Shipped a semantic, accessible foundation (5,000+ components; light, dark, and magic modes) that absorbed a full rebrand without forking.

Senior member of a three-person systems team: foundations, components, key screens, documentation, and the politics of converging separate product silos.

Veza | Founding Designer

Sep 2020 - May 2022 | Bend, OR (remote)

sallee.design/work/veza

Only designer. Turned a pitch demo on fake data into a working beta: visual language, navigation, tables, reports, and core product flows.

Designed the Access Graph: who can access what across 300+ systems, with natural-language search, risk heatmaps, and time-travel comparison.

Acquired by ServiceNow for $1.6B.

Nutanix | Sr Staff Designer

April 2013 - Jun 2020 | San Jose, CA

sallee.design/work/nutanix

First product designer at a ~200-person company. Over 7 years grew design from 1 to ~50 across 3 locations as Nutanix IPO'd (2016) and scaled to ~5,000 employees. Today a ~$15B public company (NTNX).

Built the product design foundation from scratch (Flex to HTML5 redesign): philosophy, typography, color, navigation, and patterns still used by the design org years after I left.

Shipped deep product work (Multicluster, Entity Browser, Cluster Health) and three generations of the design system with a React library (nutanix.design). Pitched and led a 3-person illustration team. Led multiple agencies and freelancers both in design and code.

Contributed beyond product: led nutanix.com redesign, mobile with Clay, hiring and quality processes. Helped shape how design worked across the company, not only one surface.

Telly | Founding Designer

Nov 2011 - Apr 2013 | San Francisco CA
sallee.design/work/telly

Founding and sole designer on a video-discovery startup across iPhone, iPad, Android, and web: product, branding, and marketing from zero.

Coded the web navigation (HTML/JS/LESS) and partnered tightly with mobile engineers. First design role after transitioning from software engineering.

Earlier

KMB Partners · Designer & Developer · Paris · 2007 to 2011

Safran · Software Engineer · Paris · 2006 to 2007. Image and sound algorithms in C, C++, and Assembler, then moved into design.

Master's, Electronics and Digital Processing · ENSEEIHT, Toulouse, France