Galen Jauss

Irvine, CA | galenjauss@gmail.com
galenjauss.vercel.app | linkedin.com/in/galen-jauss | github.com/galenjauss

EDUCATION

University of California, Irvine Expected June 2028
B.S. in Computer Science
Coursework: Human-Computer Interaction, Software Design I, Project Management, Research Methods

PRODUCT AND TECHNICAL EXPERIENCE

Konjo Jan 2026 - Present
Founder, Product Designer and Software Developer

- Shaped the MVP (session capture, training journal and belt-gated curriculum) through research with 7 participants, with the nonprofit Cuong Nhu Martial Arts Association as design partner.
- Design workflows for instructors and students in React Native and Expo; deployed a live web app, released an iOS beta to about 30 testers and ran its first on-site pilot at a studio in Sep 2026.
- Now building Konjo Studio, a Next.js app for studio owners, with a student-risk view that flags attendance gaps, declining attendance and long time in rank.

ZotBins | UCI Smart Waste Systems Oct 2025 - Present
Fullstack Lead, Summer 2026 - Present
Previously Backend Developer, Fall 2025 - Summer 2026

- Co-lead a 6-person subteam; co-ran recruiting: 28 screened, 9 interviewed, 3 hired.
- Designed and built the AI Work Hub: one workspace where each task has an owner-approved plan, one shared AI agent and recorded evidence; deployed it on the team's server, in use since Nov 2026.
- Fixed the bin capture route for delayed uploads: capture times are kept and saved events are not re-sent.

SELECTED PRODUCT AND DESIGN PROJECTS

CoachLens | Voice-first Coaching Assistant for Smart Glasses Oct 2026
AI Hackathon 2026 by LA Hacks | 2nd Place of 22, Even Realities smart-glasses challenge | Solo project

- Designed and built a voice-first flow for Even G2 glasses: an instructor taps the temple, says what they saw, and the note is filed to the named student's record.
- Kept the instructor in control of the AI: Claude agents draft parent emails and class plans at a chosen autonomy level (Auto, Review or Off), and report cards and urgent notes always wait for review.

Loupe | Family-configured Assistive Technology Apr 2026
UCI Designathon Most Novel award (49 projects) | 2-person team

- Interviewed a caregiver and turned concerns about intrusive interfaces into minimal AR cue mockups for the patient-facing concept; as a team, cut conversation recall over privacy and technical risks.
- Created the visual system and reusable Figma components, including an 8-expression mascot, and designed 4 caregiver authoring flows for people, places, objects and routines.

Snip | Transcript-based AI Video Editor Apr 2026
PantherHacks Hacker's Choice 3rd Place of 26 projects | 3-person team

- Designed the transcript editor and take tree and co-built them in SvelteKit with a teammate, so creators edit the transcript in sync with video playback and swap alternate takes in one click.

SafePlate | Allergy-aware Dining Oct 2025 - Jan 2026
Design at UCI Project Teams 3rd Place and People's Choice | Onboarding designer

- Designed the complete onboarding in Figma on a 5-person team; redesigned the allergen picker from dense text lists into 9 icon tiles with search and added per-allergen severity controls.

ADDITIONAL EXPERIENCE

Head of School (previously Lead Instructor) | Orange County Martial Arts Sep 2025 - Dec 2026

- Adapted instruction for 40+ youth students across 13 weekly classes; handled onboarding, recurring billing and parent inquiries; previously instructor apprentice at Unity Martial Arts (Nov 2021 - Sep 2024).

SKILLS

Design and product: Figma, interaction design, prototyping, design systems, user interviewing
Technical: TypeScript, Python, SQL, React Native, Next.js, SvelteKit, REST APIs, PostgreSQL, Git