

BLESSING MANGWIRO

AI Product Designer & Design Engineer

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I design AI systems people can actually trust, through systems thinking, behavioral research, and interaction design tuned for the moments that matter. 3.5 years designing end-to-end experiences across UX research and product design (MS, Human-Computer Interaction, Iowa State University, 3.95 GPA), from shipping a paid learning platform to 50,000+ adult learners, to building safety-critical AI tested with the Iowa Department for the Blind. I research, design, and ship code, every project below, I built myself.

CORE SKILLS

Safety-Critical & Trust-Centered AI	Human-AI trust, multimodal interaction, fail-safe architecture, accessibility for vulnerable users
Research & Validation	Contextual inquiry, usability testing, statistical significance testing, comparative studies, journey mapping
Design + Engineering	Figma end to end plus Python, Unity/C# to design and ship working software, not just mockups
End-to-End Ownership	0-to-1 product design from research through shipped code, design systems, cross-functional and stakeholder communication

EXPERIENCE

Lead Designer & Developer - NeuroNav - [MS Capstone · Silent EVs Audible to Blind Pedestrians](#)*Mar 2025 – Dec 2025*

- Designed and built a voice-first system that detects silent electric vehicles and alerts blind pedestrians on-device, in under 500ms, tested with 8 blind participants through the Iowa Department for the Blind, 100% grasped the system in under 2 minutes, and 8/8 named silent EVs their top risk.

Visual Systems Designer - AnonVision - [Solo Build · Anonymity That Can't Quietly Fail](#)*Sep 2025 – Present*

- Designed a fail-safe face-anonymization architecture that hides every face by default and only reveals what's explicitly whitelisted, running entirely offline with zero PII leaving the device, researched with 4 user archetypes, built and shipped solo.

Product Designer & XR Engineer - Pathic MR - [Practicing the Conversation You're Dreading](#)*Mar 2025 – May 2025*

- Designed a mixed-reality rehearsal system (Unity, Quest 3) where an AI counterpart stays psychologically consistent through a difficult conversation, built on a RAG architecture for character consistency and grounded in 15 stakeholder interviews.

UX Researcher & Product Designer - ParkShare - [Ending the Daily Parking Lottery](#)*Oct 2025 – Present*

- Designed a two-sided marketplace around predictability instead of search, then proved it: a comparative study against the baseline found a statistically significant improvement ($p \approx .031$), SEQ 6.23/7, and 100% task completion, built on 5 research-backed personas.

Product Designer - Carbon Compass - [Making a Carbon Footprint Feel Like Today](#)*Fall 2025*

- Designed for temporal proximity, turning a distant, abstract environmental impact into a choice people could see in the moment they made it, SUS 83.75 (top 10% of evaluations), grounded in 3 archetypes from contextual inquiry.

UX Researcher & Multimedia Designer - [Riches and Beyond · The Property Game Tribe](#)*January 2022 — May 2024*

- Turned a live, in-person property-investing masterclass into a paid, self-paced platform for working adults, running research across 4 countries (~200 interviews), designing the interface, directing video, and handing off to engineers, 50,000+ paying learners in year one, still running today, accredited by Services SETA and the QCTO.

EDUCATION

MS, Human-Computer Interaction - Iowa State University, Ames, IA · GPA 3.95 · Dec 2025

BSc Honours, Journalism & Media Studies - National University of Science and Technology, Bulawayo, Zimbabwe · Oct 2020