Dan Moreno

Product Designer in New York

dmorenocuellar@gmail.com
danmoreno.cv
(215) 866-7140

Experience

Mirage (formerly Captions)	New York, NY

Head of Design   Sep 2025 - present

Led the design team and strategy, in addition to core IC work designing products for our generative AI video models. Managed a team of 6 designers total.

Product Designer   Jan 2024 - Sep 2025

Designed a variety of generative AI video products on the Captions app, including avatars, chat based video editing and our video editor across iOS, Android and web.

Snap Inc.	Santa Monica, CA & New York, NY

Product Designer   Mar 2022 - Dec 2023

Led Snapchat's design for mobile and web chat products including launching features like voice notes, My AI and chat wallpapers. Worked directly with Evan Spiegel on a team of 10 product designers that served all of Snap.

Design Engineer, Spatial Design   Jun 2017 - Mar 2022

Built augmented reality interfaces for mobile and wearable applications. Designed and developed creative tools including 3D Snaps, 3D Captions and 3D Paint which launched with Spectacles as flagship applications.

20+ patents available upon request

Meta	Menlo Park, CA

Applied Machine Learning Intern   May 2016 - Aug 2016

Developed iOS prototypes for a real-time facial expression analysis engine based on state of the art facial landmark tracking.

Education

University of Pennsylvania	Aug 2014- May 2018

The Jerome Fisher Program in Management & Technology   3.5/4.0, cum laude

Bachelor of Science in Engineering	Bachelor of Science in Economics
Computer Science (Penn Engineering)	Management (The Wharton School)

Skills & Interests

Product & 3D Design	Engineering & Prototyping
Figma, Blender, Unity, Lens Studio, ProtoPie, Origami	SwiftUI, Objective-C, React, TypeScript, JavaScript, Git