AKIL COOPER

Experience Designer

9092021905 cooperakil@gmail.com https://akilcooper.com/ Brooklyn, NY



SUMMARY

My work translates creative and emerging technologies into scalable systems that lead to tangible impact for people and organizations. Through a continuous practice in design, I'm passionate about considering the ways in which technology can be made more accessible and sustainable for underserved communities.

EXPERIENCE

Senior Experience Designer

Publicis Sapient

2021 - Present New York, United States

- Led design for large-scale consumer platforms (Verizon, Visible, Total Wireless), shaping end-to-end product flows across acquisition, onboarding, and account management for millions of users. Helped improve VZ Value NPS by approximately 17%.
- Led design for a new Generative AI feature for Total Wireless that improved savings and product discovery, which led to +75% increase in add-to-cart and +13.21% total orders.
- Designed and operationalized scalable design systems, delivering 80+ reusable components across 3 design systems, leading to 25-50% increase in design system operational efficiency.
- Pitched and led one of Sapient's first XR and gaming initiatives, directing a cross-disciplinary team to build experiences for 4+ multi-million dollar client engagements.

Founder, Lead Designer

Triber Cooperative

2020 - Present New York, United States

- Founded Triber Cooperative, a collectively-owned operating system and network for independent Black professionals, primarily in the creative and technology industry.
- Re-designed the company's Brand Identity, Design System, and Website, producing 40+ components and assets now being used across all channels.
- Curated 4 key company events, which have resulted in 800+ attendees and enabled independent creators to generate over $20,000 in revenue.

AR/VR Developer

Vega Studio

2023 New York, United States

- Designed and delivered immersive AR/VR experiences for live events with 200+ attendees
  Led workshops introducing emerging designers and technologists to immersive design principles, systems thinking, and spatial UX

UX Design Intern

Orca Intelligence

2020 Washington DC

- Designed and prototyped early-stage product concepts that helped define Swiftly's initial product direction
  Conducted foundational UX research and usability testing to improve an internal project management platform

SKILLS

- User Experience Design
- User Interface Design
- Design Systems
- Front-End Development
- Motion Design & Video

EDUCATION

Computer Information Systems

Howard university

2017 - 2021 Washington DC