

Sean Finn Designer

A brand, web, and product designer with over 12 years of experience across advertising, tech, and startups.

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EXPERIENCE

Senior Product Designer — CLEAR

January 2026- Present

Designs end-to-end features for daily travelers with a robust mobile app experience for CLEAR+ Members.

Lead Designer — Finrez

October 2023 - Present

Founder and lead designer helping early-stage startups shape brand identities and product experiences. Partner with founders to build identities, scalable systems, and digital experiences spanning strategy, design, and implementation.

Head of UX — Becoming You Labs

July 2025 - November 2025

Leading design strategy for products in personal growth and behavior change. Define design systems, UX standards, and MVP roadmap for personal growth products. and partnered with the founder and engineers to ship early and evolve web and mobile experiences.

Product Designer IV — Meta

June 2022 - June 2024

Designed XR tools and AI-driven interfaces in Reality Labs. Led the XR Simulator design and MetaSim platform redesign, improving team efficiency by 38%, and standardized UI/UX systems for VR accessibility and localization. Directed design for Codec Avatar R&D and AI-powered wearable prototypes.

Product Designer — RECUR Forever

July 2021 - June 2022

Joined as the second designer to scale RECUR's digital collectible platform. Expanded the design system, launched gamified Challenges, and improved engagement through close collaboration with engineering and strategy teams.

Various — VICE Media Group

July 2018 - July 2021

Product Designer

February 2021 - July 2021

Oversaw new ad product design and strategy across web and mobile. Collaborated cross-functionally to deliver interactive ad experiences and scalable digital platforms.

Design Manager, Ad Products

December 2019 - February 2021

Directed Ad Studio project strategy and creative direction from concept to launch, driving global KPI gains and \$5MM annual revenue. Led a multidisciplinary team producing campaigns and scalable design systems.

Sr. Interactive Designer, Ad Products

July 2018 - December 2019

Built VICE's Ad Studio and custom ad tools using Celtra and Ceros, optimizing creative workflows and driving \$7MM in revenue growth during the first year.

SKILLS

Accessibility (a11y)
Brand Design
Design Systems
Interaction Design
Prototyping
Product Strategy
Responsive Design
User Research
UI/UX Design
UX Writing
Wireframing

TOOLS

Adobe Creative Suite
Cursor
HTML/CSS
Figma
Flora
Framer
Jitter
MagicPath
Rive
Webflow

COLLABORATION

Agile Teams
Brand Development
Design Leadership
Stakeholder Comms
MVP Planning

EDUCATION

Boston University
College of
Communications
BS, Advertising
May 2013