Michael Sayman

Design Prototyper

Interaction, motion, and AI-driven experiences across wearables, iOS, and the web — from first prototype to billions of users.



Staff UI Engineer & Prototyper at Apple · San Francisco, CA · michaelsayman@me.com · linkedin.com/in/sayman · github.com/michaelsayman

META AI · 2024–2025

Meta AI ring & voice embodiment

Lead prototyper and engineer for the Meta AI ring/logo/voice UI components across iOS, Android, and Web — shipped inside Instagram, Facebook, Messenger, WhatsApp, the Meta AI app, and meta.ai. Includes SDF-based 3D ring motion built on custom Metal/OpenGL shader math, and centralized component libraries adopted across surfaces.



Shipped to 3B+ users

WEARABLES · META

Display glasses & Ray-Ban Meta

Built Unity-based prototypes for the Meta Display Glasses and contributed UI on the Ray-Ban Meta smart glasses AI display — tuning motion and visuals to compensate for unusual lighting and apparent focal distance.

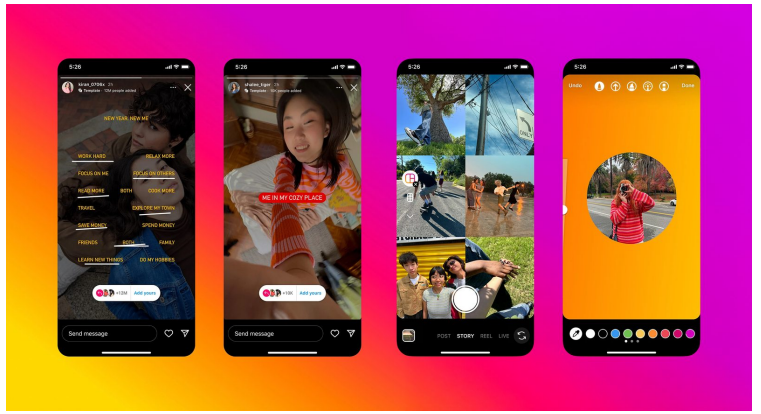


Unity · C# · Interaction & motion for AI displays

INSTAGRAM · 2014–2017

Instagram Stories

Designed and prototyped early UI concepts for Instagram Stories — camera, composer, and ephemeral consumption — that informed the template later used across Facebook, WhatsApp, and Messenger Stories. Earlier prototyping work also influenced Instagram Highlights.

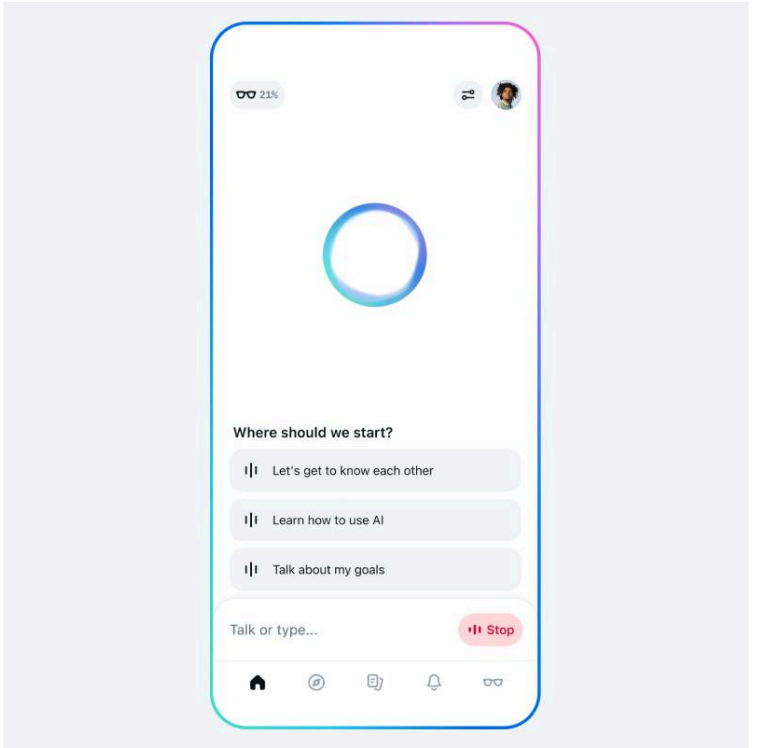


700M+ daily users

AI INTERACTION · META

LLM context injection & Side Chats

Prototyped a new LLM context-injection pattern (prompt/context engineering) with a simulated conversation engine and inject-on-demand tooling that let PMs, researchers, and content designers iterate on prompts and behavior live — work that informed Side Chats shipping in Instagram, Messenger, and WhatsApp.

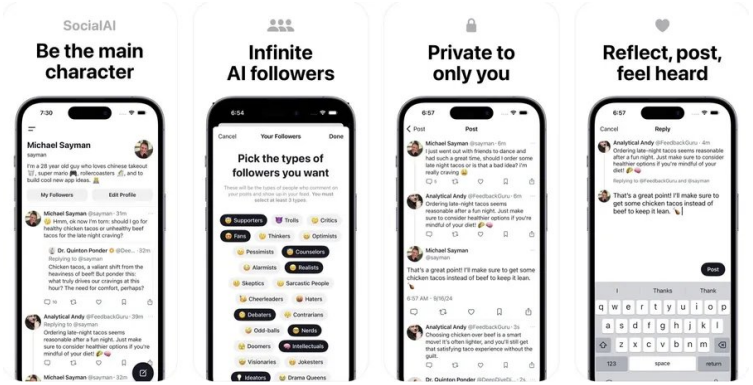


Named inventor on patent applications

FOUNDER · 2022–2024

SocialAI

Founded SocialAI (Friendly Apps). Led product, design, engineering, and go-to-market for a private AI app exploring social-networking-style interfaces for user-intent signaling — conversation engine, real-time markdown rendering, and long-context memory design, built in Swift.



$3M seed raised

GOOGLE · 2017–2020

Emojishot & early Shorts concepts

Lead designer-prototyper on Emojishot (Area 120), a charades-style game built on gesture-driven transform composition — plus early functional iOS prototypes for YouTube Shorts, a contextually-aware Google Assistant, and communications features for Google Nest and Home Hub.



Area 120 · App Store release

EXPERIENCE

Apple — Staff UI Engineer & Prototyper	2026–Present
Meta — Staff Design Prototyper & Engineer, Superintelligence Labs	2024–2025
SocialAI (Friendly Apps) — Founder & Design Prototyper	2022–2024
Roblox — Senior Product Manager & Design Prototyper	2020–2021
Google — Design Prototyper & Engineer	2017–2020
Meta — Design Prototyper & Engineer	2014–2017
Club Penguin Apps — Designer & Developer	2010–2014

Recognition: 3 issued design patents, plus AI interaction patent applications · Forbes 30 Under 30 (Consumer Technology) · Author of App Kid (Penguin Random House) · TEDx speaker

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