Constantin Chopin

Design engineer, manager, and educator.

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Nine years designing products, creative tools, and knowledge systems in 0 to 1 environments. Founder of Constantin.studio; Constantin.world; faculty at ArtCenter College of Design.

EXPERIENCES

Constantin.studio — Founder 2024 — Present

- Partnering with Seed and Series A founders designing AI-native products across consumer, enterprise, and creative technology.
- Led product strategy, interaction design, design systems, and design engineering from concept through launch.

Replika — Contract Design Engineer 2026

The AI companion app, 42M users worldwide. Design engineering on a flat 20-person team (4 designers, 10 engineers) across iOS, web, brand, and design system.

- Translated the brand book into the 2026 design system and visual northstar for the product's next era.
- Reimagined the 40-screen onboarding as a six-act narrative that introduces users to life with an AI companion.
- Led end-to-end design of Memory V2, the product's primary retention system.
- Designed Portraits, Life Arcs, and People Cards—interfaces built on AI-generated structured memory extracted from conversation.
- Designed the identity, expression, and economy systems through which users shape their relationship with the companion (dual currency economy).

Parable — Contract Product Designer 2025 — 2026

The intelligence layer for enterprise operations. Sole product designer across web, brand, and design system.

- Designed the first operational interface for Parable's intelligence layer, transforming fragmented organizational data into actionable workflows.
- Built a Claude-operable component architecture that allowed engineers and designers to prototype production-quality interfaces directly from the design system.

Page Nineteen — Contract Product Designer 2024

An applied-AI product studio. Led 0-to-1 design on two products, from idea to prototype to market.

- **Pendulum (Dialogue)** — Designed a multimodal semantic search platform capable of retrieving images and text across millions of assets for downstream generative workflows.
- **Lightnote (Nexus)** — Designed an open-source, canvas-based environment for composing fine-tuned generative models into repeatable creative workflows (MIT)

Mountains — Visual Designer → Lead Product Designer 2019 — 2024

A venture studio focused on luxury technology. Joined as Visual Designer and grew into leading end-to-end product design for Enable, an AI-powered enterprise platform.

- Began designing editorial, identity, and communication systems for luxury brands including Chanel, LVMH, and Jaguar Land Rover.
- Progressed into product design, eventually leading the design of Enable from research and strategy through shipping.
- Led the design transformation of Enable from a B2B ordering and payments platform into an AI-powered knowledge and sales platform.
- Owned product and design end to end across research, interaction design, prototyping, design systems, and engineering handoff.

ArtCenter College of Design — Adjunct Faculty, Graduate Graphic Design (MGX) 2019 — Present

Recruited by academic leadership straight out of the MFA. Pasadena (remote).

- Partnered with the Degree Chair to elevate the MGX curriculum and instructional quality; led curriculum development aligned with contemporary practice.
- Mentored 300+ designers across writing, portfolio, and AI-assisted design studios.

CONSTANTIN.WORLD — SELF-INITIATED DESIGN PROJECTS

2026 — Present

- **Asterlogos** — A reading platform where every title receives its own interaction model, enabling readers to navigate complex texts through spatial and conceptual structures.
- **Sanctuaire** — A visual discovery engine aggregating public museum collections into a single searchable interface for research and creative practice.

EDUCATION

MFA, Graphic Design
ArtCenter College of Design, Pasadena · 2017 — 2019

BA (Hons), Graphic Design
Cambridge School of Art · 2013 — 2016

CAPABILITIES

Knowledge systems · Search & retrieval interfaces · Natural-language interfaces · Design engineering · Interaction design · Systems thinking · Design systems · Rapid prototyping · Product strategy

LANGUAGES

French · English · Italian