Dan Moreno

Product Designer in New York

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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

lun 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

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

Meta

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 Computer Science (Penn Engineering)

Bachelor of Science in Economics Management (The Wharton School)

Skills & Interests

Product & 3D Design

Engineering & Prototyping

Figma, Blender, Unity, Lens Studio, ProtoPie, Origami

Python, Git

SwiftUI, Objective-C, C++, React Native, JavaScript,