Cam Luck

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Design Leader · Senior UX Manager at Vanta

Design leader for a company's biggest bets, across AI, enterprise and consumer. 14 years in design, most recently at Vanta, Intuit, YouTube, Google and Amazon.

EXPERIENCE

Vanta
Mar 2026 – Present

Senior UX Manager

- Lead design for Vanta's top strategic bet, taking the platform enterprise: enterprise tools, collaboration at scale and AI in the platform.
- Built and run a team of 8 across design, research, UX writing and design tech, with Staff and Senior designers leading their own areas. Hired all but one of them, plus 3 UXers for other teams, and promoted 2 to Staff.
- Growing Vanta's first design managers in a flat org: mentoring 3 Staff designers moving into management.
- Own headcount and budget, and build internal AI tools that speed up UX work across the double diamond.

Intuit
Dec 2023 – Jan 2026

Group Design Manager

- Set Intuit's direction for building software with AI, from research to a funded vision film and the playbook every team built from.
- A first rollout to 300+ people saved an estimated ~$18M a year. Across every Intuit developer, it saved ~$125M a year in engineering hours, signed off by an SVP and the CEO.
- Led 9+ UXers across design, research, UX writing and design tech, and built the 6-person AI team at the center of it.
- Grew the work into AI Workforce of the Future, extending it to PM and design tools.
- Reorganized into strategic pillars, 40% more efficient, then led agent design across Intuit with VPs and the CEO, and new QuickBooks work that's still confidential.

YouTube
Jul 2022 – Dec 2023

Staff Design Lead

- Led the future of Shorts creation: Recipes, YouTube's first AI creation project, launched as Templates, got a real editor funded and grew into OneCreation, which shaped Gemini, Flow and Pixel.
- Led a team of 3 designers in YouTube's flat creation design org.
- Oversaw the design system for creation tools across Live, Gaming, Studio and main YouTube, partnering with Photos, Android, Pixel and Gemini.
- Earned a patent for cross-surface creation workflows.

Google Cloud
Nov 2020 – Jul 2022

Staff UX Manager · Senior Interaction Designer

- Led design of Google Cloud's first end-to-end migration platform, helping unblock $40B+ in signed contracts that the SVP of Product reported as stuck on migration.
- Led a 12-person UX team across the U.S., India and Israel through the design leads for each area, with 8 on Migration Center.
- Created Workload Manager with one engineer. It unblocked $2B+ in contracts and became its own product team.
- Wrote the 3M UX process, cut design cycles 25%, and promoted 2 designers to Staff.

Amazon Jun 2015 – Nov 2020

UX Manager · UX Lead · Senior UX Designer

- Amazon Care: ran the UX org (a manager, 9 designers and 2 design technologists) across 3 apps and a design system. Lifted routing to the right care from ~55% to ~95%, saving $10M+ a year, and promoted 1 designer to Senior.
- Your Orders: led 5 designers through a redesign worth ~$112M a year.
- AWS CodeStar, Amazon Sumerian, Lumberyard and MyHabit: led UX for developer tools, AR/VR creation, a game engine and shopping.

IBM + Apple Oct 2014 – Jun 2015

Mobile iOS UX Designer

- Designed iPhone, iPad and Apple Watch apps directly with Apple for the retail, telco and healthcare industries.
- Led UX on internal special projects for mobile, from wireframes and flows to working prototypes.

InterContinental Hotels Group Jan 2014 – Apr 2014

UX Designer

- Designed the Staybridge Suites brand experience: flows, visual design, pitch decks and HTML and JavaScript prototypes.

General Motors Apr 2013 – Jan 2014

UX Designer & Developer

- Led UX on the redesign of Socrates, GM's internal portal, for thousands of employees and the people who write for it.
- Designed and built the Charitable Giving Campaign site.

Earlier Jul 2012 – Apr 2013

Web, video and motion design

- Corus360: web designer and developer. Konsole Kingz: digital media producer. KontrolFreek: freelance motion graphics.

HIRING

200+ interview loops Amazon, Google, Intuit and Vanta

Raising the design hiring bar

- Interviewed designers, and PM and engineering leaders, across four companies.
- Run the program that raises the design hiring bar, and train interviewers on whiteboard challenges and design-partnership interviews.

EDUCATION

Georgia Institute of Technology Aug 2008 – May 2012

B.S. Computational Media

- Interaction design and experimental media, with game studies.
- Certificate in Behavioral Psychology.
- President, Music Production Enclave.