

Cody Poultney

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Summary

Staff Product Designer focused on system-level interaction design and complex platforms. I specialize in turning complex systems into clear, intuitive experiences. Strong emphasis on visual craft, interaction quality, and clarity in complex systems

Experience

Meta Staff Product Designer

2021 - Present

Lead system-level product and interaction design for spatial computing in Horizon OS, defining how applications are rendered, organized, and interacted with across 3D environments.

Defined core interaction models for windowing, spatial organization, and application behavior, balancing system constraints with clarity and visual consistency, including discovery and navigation patterns that scale across the platform. Worked closely with engineering on rendering and device constraints, and contributed to system behaviors around media and multitasking, including audio controls and co-watching experiences. Previously led the App Library redesign. Platform spans 20M+ devices and ~90% of the VR market.

PlayStation Senior Product Designer

2019 - 2021

Design lead for the PlayStation mobile app redesign during the PS5 launch. Owned the home and social experiences and helped define the overall product structure. Led design of a cross-platform checkout and purchase flow across mobile and web, ensuring consistency in close partnership with legal. App has 100M+ downloads.

Sony Electronics Senior UX Designer

2018 - 2019

Led R&D work exploring new interaction models for education. Prototyped end-to-end hardware and software concepts.

Sony Creative Software UX Designer

2015 - 2018

Designed experiences for Sony Catalyst, focused on media management and editing workflows for professional video.

Education

University of Waterloo Global Business and Digital Arts

2012 - 2016

Bachelor's Degree, Stratford School of Interaction Design and Business