Art Lasovsky

Creative Engineer and founder of FoundationUI.
I make apps for Apple platforms, from idea to release: the experience, the design system, and the engineering beneath it. From over a decade of photography, color and design, I learned to see the whole product, and to let opinion and taste shape it.

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Experience

- **FoundationUI ApS**
  Developer tools for Apple platforms, and a line of opinionated apps for iOS, macOS and watchOS
  Unison, Viewfinder, Næste
  2024 – now · Founder

  Leica Mobile AG
  UI, architecture, design systems, image processing, prototyping
  Leica LUX, Leica FOTOS · Swift, SwiftUI, UIKit, Metal
  2024 – now · Design Engineer

  Heirloom Journal Ltd
  App development and design
  Chapter One Journal · Swift, SwiftUI
  2026

  Multi Software Co. (acquired by OpenAI)
  Native macOS feel, window orchestration, interactions, early AI agent integration
  Multi app · Swift, SwiftUI, AppKit
  2023 – 2024 · Design Engineer

- **Color Engineer**
  2019 – 2023

  Prequel Inc.
  Color and design engineering, color grading, macOS team lead, internal tools
  Prequel app · Swift, SwiftUI, AppKit, DaVinci Resolve, Metal, web stack
  2019 – 2023

  Canva
  LUTs for the launch of Canva's Photogenic feature
  DaVinci Resolve
  2020 · Colorist

- **Commercial Photography Studio**
  Architecture, automotive and commercial photography, fine art reproduction, film production, graphic and web design
  Toyota, Ford, Visit Norway, Suomi 100, DublDom · Hasselblad, Profoto
  2008 – 2019 · Founder, Photographer