Alex Young-Davies

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Experience

Commure Lead Product Designer / Aug 2024 - Present / Mountain View

Lead Product Designer, Air

- Product Design Lead on Athelas Air, Commure's Al powered electronic medical records (EMR) solution. Contributing to and overseeing 20+ projects spanning from core surface revamps to the introduction of key competitive features.
- Led the full design overhaul of the Air Calendar, resulting in significantly improved admin efficiency and yielding a 90% positive adoption rate across all live customers.
- Integrating LLM-powered capabilities into patient management and medical documentation experiences via inproduct assistant and other efficiency driven features for improved documentation accuracy and task optimization, allowing healthcare providers to re-focus their energy on patients.
- Actively contributing to quarterly roadmapping by identifying strategic design initiatives that drive business goals and helping us ensure our product out-performs competitors in both system efficiency and emotional experiences.

Enable Medicine (acquired by Commure) Sr. Product Designer / Aug 2022 - Aug 2024 / San Francisco

Senior Product Designer

- Oversaw and executed significant UX-focused overhauls of 4+ major product areas ("The Visualizer," data upload, "The Analysis Toolkit," and the navigation overhaul, etc.) with measurable impact on the user experience.
- Collaborated often and effectively with engineering, product, and business teams to launch 20+ new features and/or continuous product improvement projects of all sizes.
- Owned UX-focused projects from start to finish; engaging in scope definitions, user-goal identification, iterative
 concept development via user-flows/information hierarchies/sketching/wireframing, design validation via prototypes/
 usability testing, and establishing standard procedures for design-to-development hand-off.

Founding Designer

- First Enable Medicine product designer and UX lead for all user-facing product surfaces. Strategizing long-term design direction for SaaS Enable Medicine products.
- Initiated the push for and subsequent management of an internal design system to boost design/development efficiency and establish unified usability, look, and feel throughout product experiences (includes component library, usage guidelines, branding guide, color palettes, typography libraries, custom icon library).
- Incorporated UX best practices into the standard feature development cycle, including early stage user input and usability testing with low, mid, and high-fidelity prototypes before launch.

Raven Telemetry Product Designer / Dec 2020 - Aug 2022 / Ottawa

- Established Raven Telemetry's "Rookery" design system.
- Managed experience and interaction design across multiple device types and environments, spanning from corporate desktop-based to factory floor touch-based product experiences.
- Owned projects from start to finish: initial conceptualization, ideation, wireframing, building user flows, validating concepts with usability testing, producing high-fidelity prototypes.
- Established hand-off procedure for final implementation of design to code.

Education

Carleton University

Bachelor of Industrial Design, Class of 2020 GPA 3.8, High Distinction

Memorisely

UX & UI Design Skills Development, 2021

Skills

Soft

Project Management
UI Wireframing
High-fidelity Prototyping
Usability Testing/Research
User Flows/Info Hierarchies
Iterative Ideation

Tools

Figma, Figjam Sketch Adobe (Ai, Ps, Ae, Xd) Notion SolidWorks Fusion 360

Honors

ACIDO Rocket 2020

- Design for Good Award
- · Environmental Sustainability Award

Carleton - Michael Elmarson Award

Awarded to the student who exhibits exceptional design thinking and problem-solving skills in relation to environmental sustainability.