

Experience

Skills

BlueVoyant

Director of Product Design

Jun - Dec 2022

- established the first UX org and grew it from 2 to 5, which tripled the number of features released each month, resulting in a 41% increase in portal usage (our primary product)
- implemented the first design system, leading to a 60% decrease in development time, which amounts to roughly 100 developer hours per week
- designed a feature that allowed users to customize how they view aggregate data, allowing them to identify (and act upon) emerging 3rd-party security threats ~3x faster
- provided hands-on training and career coaching to direct reports, who ranged in experience from entry level to lead UX designer

BlueVoyant

Lead UX Designer

2021 - 2022

- first full-time UX designer, tasked with revamping a customer-facing 3rd-party risk portal
- cleared a backlog of feature requests for the portal, leading to a 32% increase in portal usage and a commensurate reduction in API usage
- initiated a UX audit and UX overhaul in response to customer feedback, resulting in a 22% increase in customer satisfaction
- introduced coworking teams to a new UX handoff and review process, which led to a 21% decrease in the amount of time stories remained open

CareerFoundry

UX Instructor

2021 - Present

- mentored UX students in part-time and immersive courses, earning a 4.97/5 rating
- periodic communication through video conference, message, and work critique, ensuring that students are internalizing UX concepts in a manner applicable to real-world scenarios and professional environments
- evaluated critical milestone projects and completed portfolios, resulting in ~70% of students landing UX roles within 3 months of graduation

Tapad

Product Designer (Lead)

Jan - Oct 2019

- owned the design process using Agile methodologies across all parts of the software development lifecycle
- introduced design standards and made them part of the company culture, including teaching engineers how to use Zeplin
- created a pattern library, implemented a new design system/design language, and trained Product and Engineering in UX design principles
- led design efforts for SaaS web applications, increasing product launches by 75% in 6 months

Product Design

UI Design

UX Design

User Research

Product Research

Interaction Design

User Testing

Screening

Surveying

Visual Design

Game Design

Data Collection

Sketching

Wireframing

Prototyping

Information Architecture

Gamification

Presentation

Interviewing

HTML

CSS

Tools

Figma

InVision

Sketch

Photoshop

Illustrator

Adobe XD

After Effects

Axure

Ourcade App**Senior Product Designer****2017 - 2018**

- owned the design process for a new social media app, from critical user and market research to prototyping and user interface design
- fostered collaboration using Agile methodologies (including a product roadmap, sprint planning, and backlogs), which was critical given the limited financial nature of this early-stage startup
- incorporated Nielsen/Norman Group Heuristics, using established UX principles as a starting point in building a mobile application from the ground up

Virtusa**Senior UX Designer****2016 - 2017**

UX/product design consultant for clients of Virtusa, including AIG, SIG, and S&P

AIG

- comprehensive redesign of a mobile application for account managers, with a list view, a map view, and API integration of industry news
- pre-launch tests indicated a 20% improvement on time-in-app for users

SIG

- redesigned the user interface of an iOS application that allowed executives to find, book, and connect with each other at SIG conferences, reducing time to complete tasks by nearly 50%

S&P Global

- designed an internal enterprise application from start to finish, providing analysts with a comprehensive global ratings and investment research system
- led design efforts for a cross-functional team, including product owners, business architects, and developers to create products and refine features with respect to industry constraints, client confidentiality, and federal regulations

Oz Baduklu Design**Freelance Product Designer****2013 - 2017**

- responsive designs for enterprise software, SaaS, and DaaS, including designs for desktop, iOS, Android, and tablet
- direction of the design process (from concept to iteration to launch) for internal interfaces and customer-facing applications
- accessible designs, when applicable, using Apple's Human Interface Guidelines (HIG) as a foundation

Education**The Interaction Design Foundation**

UX Management

2021 - Present

Designing for AR/VR

2021 - Present

Gamification

2017**General Assembly****UX Design****2015****Montclair State U.****Political Science/Finance****2013**