AJ Sangle

Product designer based in Seattle, with a strong foundation in motion graphics & user research. Currently at the University of Washington, pursuing a M.S. in Human Centered Design & Engineering.

angeljadensangle@gmail.com ❖ (619) 897-6232 ❖ Seattle, WA ❖ ajsangle.com (Design Portfolio)

EXPERIENCE

Junior Designer (Contract)   Nov 2025 - Present
Treet   *Remote*

- **Leading the visual execution of resale site designs** for major fashion brands, utilizing complex **Figma** design systems to translate distinct branding and style guidelines into consistent, high-fidelity responsive mockups.
- Collaborating closely with internal and external stakeholders to rapidly iterate on site copy, layout, components, and user touchpoints, optimizing the user journey for second-hand commerce and circular sustainability.
- Developing interactive, lightweight motion design assets for Treet's website and internal collateral using **Rive**, ensuring high-performance animations that scale across web platforms.

Motion Designer   Apr 2020 - Present
Freelance

- **Producing high-impact 2D/3D motion graphics** and kinetic typography using **Adobe After Effects**, managing the end-to-end creative pipeline from storyboarding to final render.
- Proficient in core animation principles (timing, easing, squash-and-stretch, anticipation).

UX Researcher   Sep 2024 - Jun 2025
Cognovate Labs (Global TIES)   *UC San Diego*

- **Spearheaded end-to-end user research** for an EEG diagnostic application, designed to assist EMT professionals in the rapid evaluation of potential stroke patients.
- Conducted stakeholder interviews with EMS and MICN representatives in San Diego to validate clinical workflows, synthesizing qualitative data into actionable requirements for the system's interface design.
- Identified critical pain points in pre-hospital diagnostic processes, directly influencing the product roadmap to prioritize speed and accuracy in high-stress medical environments.

Graphic + Web Design Intern   Mar 2024 - Jun 2024
Being Patient   *Remote*

- **Championed the iterative UI redesign of the *Being Patient* website** with founder Deborah Kan, utilizing Figma to create high-fidelity prototypes that improved content discoverability and aligned with modern accessibility standards.
- Designed and animated cross-platform marketing assets for Facebook, Twitter (X), and LinkedIn, maintaining visual consistency to support the organization's journalistic mission.

EDUCATION

M.S. in Human Centered Design & Engineering   Sep 2025 - Jun 2027 (expected)
University of Washington   In progress

B.S. in Cognitive Science w/Spec. Design and Interaction   Sep 2022 - Jun 2025
University of California, San Diego   Magna cum laude (3.97/4.0 GPA)

SKILLS

- **Design:** Figma (Components, Auto-Layout), Adobe CC (After Effects, Illustrator, Photoshop), Spline, Webflow, Rive.
- **Research:** Contextual Inquiry, Usability Testing, A/B Testing, Journey Mapping, Competitive Analysis, User Interviews.
- **Prototyping:** Wireframing, Storyboarding, User Flows, Sketching, Information Architecture, Voice UI Design.
- **Code:** HTML, CSS, JavaScript (Basic).