

# MANEY ORM

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## EXPERIENCE

2023 - PRESENT

### FANATICS BETTING & GAMING

Sr. Manager, Product Design, Casino  
Staff Product Designer  
Senior Product Designer

Led the initial design and launch of Fanatics's first online casino product: *Fanatics Casino*. Responsibilities include designing and shipping multiple features, art directing for multiple Fanatics online casino games, resulting in \$1M in GGR and 72% retention in *Fanatics Blackjack* in the first half of 2024 alone. Other games include *Fanatics Blackjack Multihand*, and *Fanatics FanCash Spins*. Since launch, I have transitioned to a managing role, leading an additional 3 designers to create the best online casino product in the US market, which rated #1 in UX by *Eilers & Krejcik* in the second half of 2025.

2022 - 2023

### THE WALL STREET JOURNAL, DOW JONES

Senior Experience Designer

Collaborated with Dow Jones's product and consumer experience team to enhance and create one cohesive experience across WSJ, Marketwatch, and Barron's digital landscape. Projects I've led include the design of The Wall Street Journal's first ever Audio Center, which hosted all videos, Read-To-Me files, podcasts, and other audio content in one hub. Other highlights include redesigning WSJ's Cross Brand Standard Article Template which served as a primary entry point to article consumption for 4 out of 5 customers.

2021 - 2022

### PENN INTERACTIVE, BARSTOOL SPORTSBOOK

Senior UX Designer  
UX Designer

2019 - 2021

### ANTHROPOLOGIE, URBN

Jr. User Interface Designer

## EDUCATION

2016 - 2018

### WESTERN WASHINGTON UNIVERSITY

Visual Design, B.A.  
UX Design, Minor

2014 - 2016

### EDMONDS COLLEGE

General Studies, A.A.

## ADDITIONAL

2025 — Guest Speaker, Design FC Nonprofit, Youth Design & Sport+ Summit  
2024 — Guest Speaker, Design 111, Western Washington University  
2022 — 1st Place, Annual Engineering Hackathon, Penn Interactive  
2021 — 1st Place, Annual Engineering Hackathon, Penn Interactive  
2018 — 1st Place, Annual Engineering Hackathon, Zappos.com

## SKILLS

A/B Testing  
Agile Software Development  
Design Thinking  
HTML / CSS  
Information Architecture  
Interaction Design  
Prototyping  
Responsive Web Design  
User Interface Design  
User Research  
User Testing  
Management  
Design Strategy

## TOOLS

Adobe Creative Suite  
Figma / Sketch  
JIRA / Confluence  
Contentful  
Zeplin  
Lottie