

Contact

macgurl_70@sbcglobal.net
(Email)

www.linkedin.com/in/sharontaylor70
(LinkedIn)

www.roundboxdesign.com
(Portfolio)

Key Skills

Design Systems using Atomic Design methodology

Component Design & Creation

Wireframing & Prototyping

Workflow Design

Cross-Functional Collaboration & Communication

Graphic Design & Print Production

Strong Visual & Interaction Design

Agile Product Development

Adobe Creative Suite & Figma

Education

University of Phoenix
MBA, Marketing (2007 - 2009)

University of Phoenix
BA, Business/eBusiness (2002-2005)

Sharon Taylor

Sr User Interface Designer at ConstructConnect™
Houston, Texas, United States

Summary

Senior UX/UI Designer with over 10 years of experience crafting intuitive digital experiences and scalable design systems for SaaS platforms. Expert in building robust design systems using Atomic Design methodology for consistent, reusable components and streamlined theming. Proven ability to translate complex workflows into seamless interfaces through cross-functional collaboration with Product, Engineering, and Data teams.

Experience

ConstructConnect (Remote)

Sr UI Designer

April 2023 - Present

Led the compilation of components from various design documents into an Atomic Design structure within Figma, organizing them into atomic, molecular, and organism levels for our team. I also established a scalable color system using Figma's variables, replacing traditional color styles with reusable color tokens to support flexible theming and maintain consistency across our products.

- Led design system migration to Figma with a modular, scalable approach.
- Facilitated collaboration workshops and iterative design sprints integrating feedback and data to enhance user experience and product delivery.
- Partnered with Product, Engineering, and Data teams to align design solutions with business goals and technical constraints.
- Simplified complex workflows through thoughtful design iterations.

User Interface Designer

January 2020 - April 2023

Collaborate with Product Managers, Developers, and other Designers for a cohesive experience throughout different areas of the web application. This allowed us to catch possible conflicts before prototypes were completed and bring them to the Project Manager's attention.

Worked on a team with fellow User Interface and User Experience Designers on wireframes, and prototypes to keep all areas of the platform consistent. This is done through regular, and impromptu, design reviews via Microsoft Teams.

- Designed and maintained a robust design system following Atomic Design principles to ensure UI/UX consistency across multiple platforms.
- Supported end-to-end design processes from wireframes through high-fidelity prototypes, collaborating with stakeholders for alignment and refinement.

On Center Software by ConstructConnect

User Experience Designer (Previous XAML UI Developer)

June 2016 - April 2023

Learning more about the company's current users to get a better understanding of their needs and expectations, both by traditional research and being able to observe them with our products. Taking that information and recommending updates and changes to help our software integrate into their workflows better.

- Analyzed user workflows to inform design improvements.
- Created interactive prototypes to aid stakeholder feedback.
- Developed XAML UI components and documentation.

Infusion

Interactive Developer at ExxonMobil

May 2014 – April 2015

Implemented XAML-based UI components based on technical requirements and guidance from team leads. Ensured delivered software met user experience standards through close adherence to specifications.

- Developed UI Components in XAML per project requirements.
- Followed direction from team leads to meet usability criteria

Sogeti

Silverlight and WPF Consultant at Transocean

April 2011 – May 2014

Provided expert UI design and development support for enterprise-scale projects utilizing Silverlight and WPF. Developed reusable, modular controls and maintained detailed UI documentation to promote design consistency.

- Created UI controls and prototypes in Silverlight and WPF environments.
- Documented component designs to ensure team alignment and ease of use.

Contractor at CGX

October 2010 – February 2011

Ensured print production quality by preflighting artwork and executing quality control checks. Customized web form templates using Javascript and JQuery in accordance with client specifications.

- Performed print file preflighting for quality assurance.
- Customized Javascript and JQuery templates meeting client needs.

Neuma Doors

Graphic Director

February 2007 - October 2010

Lead graphic design initiatives supporting marketing and product communications. Manage the production and consistency of branding across print and digital assets.

- Oversee design and production of marketing collateral.
- Maintain branding standards and develop client-facing documentation.
- Created product forms and promotional materials.
- Maintained comprehensive image libraries aligned with brand guidelines.

Harris County Department of Education (HCDE)

Graphic Designer

2002-2006

Produced print and interactive materials for internal and external communications. Coordinated cross-department workflows ensuring project completion within budget and deadlines.

- Developed PDFs and interactive forms for distribution.
- Collaborated with departments to ensure smooth project executions.