

Contact

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(Portfolio)

Design Expertise

Design Systems

Component Libraries

User Journey Mapping & Wireframing

Prototyping & Interactive Design

Cross-Functional Collaboration

Strategic Problem Solving

Design Tools

Figma (advanced proficiency)

AI Tools (Claude, UX Pilot)

Adobe Illustrator & Photoshop

VS Code Integration (Figma MCP)

Education

University of Phoenix
MBA, Marketing (2007 - 2009)

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

Sharon Taylor

Product Designer at ConstructConnect™

Summary

Product Designer with 10+ years of experience designing B2B software applications and building scalable design systems. MBA in Marketing with proven ability to balance user needs with business objectives. Experience leading design system transformation, developing AI-assisted workflows, and collaborating with cross-functional teams including Product Management and Engineering. Technical development background enables effective collaboration on design implementation and accessibility best practices.

Experience

Product Designer

ConstructConnect | April 2023 - Present

Design interfaces for construction software platform, working with Product, Engineering, and stakeholder teams.

Design System Leadership

- Led migration of design system from Adobe XD to Figma, organizing components using Atomic Design principles with variables and design tokens
- Built comprehensive component library serving multiple products and design team members
- Implemented Figma variables and modes to create reusable color tokens and flexible component states
- Established dark mode foundation through semantic token architecture

Product Design

- Collaborated on payment portal redesign, focusing on detailed task flows and interactive prototypes while UX designer led overall user journey design
- Worked with developers to design within legacy Zuora platform technical limitations, reducing workflow by 2 screens while balancing usability improvements with technical constraints
- Created user login UI design and flow documentation for Auth0-to-GCIP migration, supporting development team to meet hard deadline while maintaining brand consistency
- Designed responsive experiences for payment processing and account management across desktop, tablet, and mobile devices

AI - Enhanced Workflow

- Developed AI-assisted design process using Claude AI to organize data and identify patterns, UX Pilot to generate wireframes, followed by Figma refinement
- Use Figma MCP server with VS Code plugins to understand developer perspective during handoff

Cross-Functional Collaboration

- Collaborated with engineering teams using technical background to find practical solutions that meet business needs while respecting technical constraints
- Worked with Product Managers and stakeholders to balance regulatory compliance, usability improvements, and technical limitations
- Gathered feedback through stakeholder conversations to inform design decisions

User Interface Designer

ConstructConnect | January 2020 - April 2023

Designed UI/UX for B2B construction software platform, working with Product Managers and Engineers to deliver user experiences across complex business workflows.

Key Contributions

- Designed workflows from wireframes through user journey mapping to high-fidelity prototypes
- Participated in field observation, observing construction professionals using software to understand workflow needs including mobile/offline capabilities and field communication requirements
- Collaborated with development teams to translate design concepts into functional products, conducting design reviews
- Worked to improve construction workflows, adapting priorities based on contractor feedback and business needs

User Experience Designer (Previous XAML UI Developer)

ConstructConnect (On Center Software) | June 2016 - January 2020

Transitioned from development to dedicated UX design role, applying technical background to enhance cross-functional collaboration while focusing on user workflows and design solutions.

Key Achievements

- Created wireframes, user journeys, and interactive prototypes for stakeholder feedback and decision-making
- Analyzed user workflows to identify design improvement opportunities
- Collaborated with development teams using technical background to find solutions balancing user experience goals with technical realities
- Developed UI component documentation with specifications for consistent user experiences
- Observed users in field environments to understand workflow needs

Interactive Developer

Infusion (ExxonMobil Contract) | May 2014 – April 2015

Worked on various Proof of Concept Applications as part of an Agile team for client approval.

Key Achievements

- Created styles and layouts based on design composites
- Created Resource Dictionaries in XAML for styles and templates
- Designed and created User Controls to be reused in other parts of the application
- Worked with SMEs and team members to prototype updates to the interface based on feedback from users

Silverlight and WPF Consultant

Sogeti (Transocean Contract) | April 2011 – May 2014

Created XAML styles and templates in Resource Dictionaries for developers. Worked on layout and design of user interface for Silverlight Web Application.

Key Achievements

- Researched target user workflows, including analog displays on offshore rigs
- Suggested UI designs based on user's current workflow and familiar interfaces
- Created prototypes in Sketchflow for stakeholder review
- Documented layouts and user controls, including expected flows, functionality and values displayed

Graphic Director

Neuma Doors | April 2007 – May 2010

Managed marketing materials and corporate branding, coordinating with Engineering and vendors.

Key Achievements

- Created accurate technical diagrams for marketing materials using Adobe Illustrator
- Maintained corporate image and consistent branding in all marketing/sales materials
- Developed interactive PDF documents for sales and service departments
- Prepress and production for printed materials, including annual catalog

Key Highlights

- **Design System Migration:** Led migration from Adobe XD to Figma, organizing components using Atomic Design principles with variables, design tokens, and dark mode foundation
- **AI Workflow Innovation:** Developed workflow combining Claude AI for data organization, UX Pilot for wireframe generation, and Figma-to-VS Code integration for design-development handoff
- **Strategic Problem-Solving:** Experience identifying scope gaps and incomplete requirements, preventing incomplete user experiences through systematic analysis and collaborative problem-solving
- **Technical Collaboration:** Use development background to collaborate with engineering teams, understanding technical constraints while working to find solutions
- **Cross-Functional Leadership:** Proven ability to work with Product, Engineering, and stakeholder teams to deliver user-centered solutions that balance business objectives with technical realities