

Stefanni Becker

Principal Designer and Software Engineer

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Professional summary

Principal designer and software engineer with over 20 years of experience leading product strategy, UX, UI, front-end engineering, and enterprise platform delivery for Fortune 500, global, and public-sector organizations. Translates complex business, user, data, and technical requirements into intuitive, scalable products and systems.

Combines strategy, design, engineering, and systems thinking to solve complex problems from concept through implementation. Extensive experience leading cross-functional teams, defining product and platform requirements, aligning stakeholders, and creating enterprise solutions that improve usability, accelerate delivery, support complex decision-making, and drive measurable business impact.

Industry experience: Amazon Web Services (AWS), Amazon Business, Microsoft, T-Mobile, Boeing, Google, American Medical Association, Department of Defense, AT&T, UW Medicine, Capital Group, Starbucks, Lynden Inc., Nutrien, Xbox, Bing, Puget Sound Energy, Nike, Shell, Fitbit, Museum of Pop Culture (MOPOP), Marvel

Core skills

Design: Design systems & governance, enterprise UX leadership, data visualization & analytics, user-centered design, UX architecture & interaction design, accessibility & inclusive design, rapid prototyping & workflow modeling, graphic design, illustration, responsive design, Figma, Framer

Engineering: Front-end engineering (React, Angular, MVC), developer handoff & engineering enablement, trunk-based development, Storybook, Zeroheight, Power BI, Cloud development, prototype development, design system code auditing, standardization, and optimization

Strategy, AI, and data: Stakeholder management and alignment, AI-assisted product development workflows, AI agent strategy, design, and build, platform requirement creation, platform strategy and architecture, systems thinking, platform analysis & optimization, platform integrations & enterprise migrations, dashboards & decision support interfaces, enterprise platform architecture, data modeling

Professional experience

Principal UX/UI Designer, American Medical Association (06/2026-Present, temporary contract)

- Lead end-to-end UX and interface design for responsive digital experiences, translating complex healthcare education requirements into clear, scalable desktop and mobile workflows.
- Establish reusable Figma components, interaction patterns, and interface standards to improve consistency, accelerate design delivery, and support future product expansion.
- Partner with product leaders, stakeholders, and cross-functional teams to define requirements, evaluate design decisions, align priorities, and move concepts toward implementation.
- Apply accessibility and inclusive design principles throughout the design process, ensuring content, navigation, interactions, and responsive behavior support a broad range of users.
- Create development-ready designs, specifications, and responsive states while supporting engineering handoff, implementation questions, and ongoing design refinement.

Principal Designer and Software Engineer, Slalom Consulting (08/2018-09/2025)

- The only designer in the history of the client's company to work in their React Native codebase, accelerating design to development integration. This design system won the 2025 People's Choice Award at the Design System Awards, presented by Zeroheight.
- Landed two major multimillion-dollar enterprise client projects in 2025, including an entire component library design project.
- Established a new project type for a major enterprise web services company in 2024, creating a new branch of service with the client that expanded long-term delivery opportunities and staffing across teams.
- Directed the design of new features for a mobile app used by over 10 million customers; created a new developer handoff process and led engineering and product teams.

- Led design and requirements for two AI platforms for a major enterprise web services company as the sole designer and front-end developer, partnering closely with backend engineers and cross-functional stakeholders.
- Created, governed, and evolved enterprise design systems and production component libraries across multiple enterprise clients, optimizing Zeroheight documentation, Storybook governance, and React production environments.
- Won the Slalom Team Summit Award in 2023 for leading the integration and build for a suite of 6 apps delivered on time and under budget for a major enterprise client.
- Led development and delivery of multiple production applications using React and Angular, driving scalable UX architecture, developer handoff, platform consistency, and implementation readiness across enterprise teams.
- Sole designer and requirements lead across multiple enterprise engagements, partnering with Product Managers/Owners and engineering teams to create development-ready workflows in Figma, driving early engineering adoption and optimizing developer handoff processes.
- Led AI-assisted product development workflows across enterprise engagements using Claude, ChatGPT, V0, and Manus to accelerate discovery, prototyping, workflow modeling, engineering collaboration, and implementation.
- Led engineering teams to create and evolve critical internal tools, guiding platform and system integrations with programs like Salesforce and Power BI, delivering optimized systems, implementation-ready workflows in Figma, and driving early adoption across teams.
- Designed complex enterprise dashboards and data visualization systems, translating large datasets into clear decision-making tools for stakeholders and executives; partnered with engineering to integrate platforms such as Power BI and other analytics systems.
- Ran workshops, aligning executives, engineers, and cross-functional stakeholders, reducing rework, accelerating consensus, and ensuring timely delivery for critical business objectives.

Enterprise and product engagements (08/2015-08/2018)

- **Front-End Developer and UX Designer, AT&T**
 - Led UX and interface design and development for AT&T business portal; developed landing pages, HTML emails, and Agile-based style guide.
- **Senior Designer, T-Mobile**
 - Produced multi-channel campaigns, including *T-Mobile Tuesdays* with Nike, Shell, and Fitbit; prototyped in Axure.
- **Digital Media Manager, Mouseflow**
 - Launched Website Consultation Services, resulting in a 91% increase in direct-sales revenue in six months; 150% subscription growth in the first month.
 - Live troubleshooting in JavaScript code for enterprise clients.
- **Front-End Developer, Wunderman Advertising**
 - Built campaigns for Microsoft, Xbox, T-Mobile, Bing; development for Puget Sound Energy.
- **Front-End Developer, Mutual of Enumclaw**
 - Designed and developed a Member's Portal website and iOS app; created and led UX workshops.

Multimedia Design Technician, City of Auburn (11/2013-08/2015)

- Led rebrand of Auburn Police Department; created logos, signage, badges, public outreach campaigns, and a vehicle wrap.
- Doubled the production of the Multimedia Division while decreasing expenses and average project completion time as the primary digital artist, managing a queue of over 400 internal clients.

Graphic Designer, Department of Defense (09/2011-04/2013)

- Increased division production and total client satisfaction through team leadership, managing a large queue of work orders, and ensuring all deliverables were of high quality.
- Consulted with Generals, high-ranking officers, soldiers, and civilian personnel to gather information, strategize, and create materials that met their project requirements.

Education & certifications

- Bachelor of Science (B.S.), Business & Marketing Management; Western Governors University, 2016
- Associate of Science (A.S.), Web Design & Interactive Media; The Art Institute, 2013
- CompTIA Project+, Project Management; CompTIA, 2016