

Buxton Shippy

Senior Product Designer

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Personify Health

Senior UX Designer 2018 - Feb, 2026

- Led interaction design for Personal Challenges, a gamified step and habit platform that became the highest engagement feature across the product.
- Designed health data visualizations and progress tracking experiences that helped members understand and act on their wellbeing metrics across web and mobile.
- Mentored designers and facilitated design critiques, helping raise the quality bar across the team
- Worked within a token-based design system using Figma variables, collaborating with the design systems owner to maintain consistency and scalability across the platform.
- Owned rewards features that aligned business incentives with user motivation through thoughtful interaction and behavioral design
- Leveraged AI tools including Figma Make to accelerate prototyping and support design thinking throughout the process.

FableVision Studios

UX Designer (Freelance), Apr. 2018 - Oct. 2018

- Designed user flows and wireframes for an educational desktop game, translating research insights into actionable UX recommendations
- Presented interactive learning concepts to stakeholders, demonstrating early ability to communicate design decisions clearly

Education

Career Foundry

Certificate in User Interface Design 2018

University of Massachusetts Lowell

BFA, Graphic Design, 2009

Skills and Tools

Interaction Design · Prototyping · Design Systems · Accessibility (WCAG) · User Research ·

Behavioral UX · Product Strategy · Cross-functional Collaboration · Figma · Miro · Jira · Adobe

Creative Suite