

# Buxton Shippy

Senior Product Designer

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## Personify Health

Senior UX Designer Oct. 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 · Claude AI · Miro ·

Jira · Adobe Creative Suite