

# Shawn R. Dowling | Product Designer

Shawndowlingux@gmail.com ■ 518 526-1517 ■ linkedin.com/in/shawndowling ■ www.shawnryandowling.com

## SUMMARY

Innovative Product Designer with a proven track record in creating user-centered design solutions using Figma, Adobe, and Design Systems. Specializes in leading 4-10 person teams in conducting comprehensive UX audits, user research, and crafting wireframes and high-fidelity mockups to enhance user experience. Skilled in collaborating with cross-functional teams to deliver innovative design solutions that meet user needs and business goals. Holds a Bachelor's of Fine Arts and several certifications in UX/UI design, Scrum, and insurance. Eager to join you as a dedicated product designer who thrives in a fast-paced Agile environment.

## SKILLS

- AI Prompt Engineering
- Scrum Methodology
- Graphic Design
- UX Audits
- User Research
- Wireframing
- High-Fidelity Mockups
- Prototyping
- Cross-Functional Collaboration
- Style Guide Development
- User-Centric Design

### Technological Tools:

Autodesk Inventor | Figma | Adobe - Photoshop, Illustrator, InDesign, XD, After Effects, Premier Pro | Unity | Unreal Engine | HTML | CSS | Python | C#

## CERTIFICATES

Certified Scrum Master CSM   <i>Scrum Alliance</i>	February 2024
VR and 360 Video Production, Introduction to Augmented Reality and AR Core   <i>Google</i>	December 2023
Motion Design with Figma: Animations, Motion Graphics UX/UI   <i>Udemy</i>	November 2023
UX Writing, UX Design Accessibility, & AI in UI/UX Design   <i>Uxcel</i>	November 2023
Learn Figma UI/UX Design Essential Training Udemy   <i>Udemy</i>	October 2023
Introduction to Psychology   <i>Yale University</i>	October 2023
Photoshop Masterclass and Illustration Masterclass   <i>Yes I'm a Designer by Martin Perhiniak, Adobe Certified Instructor</i>	January 2022

## EXPERIENCE

- Principle UX/UI Designer | *AfterFlea OS Conversational AI (Remote)*** **January 2024 - Present**
- Collaborate closely with executive leadership (CTO and CEO primarily) to define new UI / UX project requirements, scope, and timelines
  - Receive praise from CEO for achieving tight deadlines by developing 30+ screen prototypes with animated interactions within 36 hours
  - Lead a 4-person international design team in developing prototypes, wireframes, and style guides based on user feedback and research
  - Empower 7 front-end developers with CI/CD Agile-based sprint plans and daily standups to ensure project deliverables meet deadlines
  - Conduct 1-2 monthly UX audits to align existing designs with style guide standards and regulatory compliance requirements
  - Quantify user feedback using data analysis to develop team's understanding of user behaviors, needs, and personas
  - Constantly create and test high-fidelity mockups to iteratively produce visually appealing and functionally effective user-friendly design solutions
- UX/UI Designer | *Circlez (Remote)*** **August 2023 - June 2024**
- Executed a 3-month B2B iOS mobile application design project involving 7 UX designers, front-end engineers, and QA/QC analysts
  - Completed project 5% ahead of expectations by leveraging Scrum methodologies to proactively reduce conflict, scope drift, and timeline risks
  - Developed 50+ user stories, flows, and low-fidelity wireframes based on comprehensive user interviews, A/B testing, and feedback analysis
  - Created 70 iterations of screens and established a custom-crafted style guide detailing text styles, iconography, components, and color palettes
  - Led 15 Client Reviews to discuss design process, project progress, and developer deliverables and ensure smooth handoff of completed work
- UX/UI Designer | *Nexforce (Remote)*** **July 2022 - July 2023**
- Collaborated with a 5-designer Agile team to develop a B2B desktop web application for customer relationship management
  - Utilized user centric design to optimize user interface, interaction, and productivity, translating concepts into actionable development resources
  - Provided detailed measurements, annotations, and user flow diagrams to ensure adherence to accessibility standards across the site
  - Enabled user account creation and login functionalities, streamlining onboarding and access to personalized dashboards
  - Conduct in-depth color explorations to establish visually appealing, on-brand color palettes that resonated with the target audience
  - Conduct a comprehensive competitor analysis to identify best practices in design and usability, informing strategic decisions for enhanced UX
- Graphic Designer | *Freelance (Remote)*** **June 2019 - July 2022**
- Generated engaging and intuitive logos, letterheads, and website designs by leveraging competitor analysis and iterative design processes
  - Managed 200+ design projects independently from conception to completion, utilizing expertise in Adobe Illustrator to quickly product pieces
  - Worked in mediums ranging from pen and ink to completely digital programs

## EDUCATION

Bachelor's of Fine Arts - Cartooning | *School of Visual Arts*