

STEPHANIE HARTE

Principal Product Designer

CONTACT INFO

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☎ 773.577.4242

📍 Chicago, IL 60647

EDUCATION

Bachelor of Arts Degree

Cornell College

Mount Vernon, IA

Associate of Applied Science

Degree Graphic Design

Westwood College

Schiller Park, IL

SKILLS

- UI/UX Design
- Figma
- Critical Thinking
- Problem Solving
- Agile Methodologies
- Design Systems
- User Research
- User Flows
- Wireframing
- Prototyping
- HTML / CSS
- Usability Testing
- Brand Strategy

WORK EXPERIENCE

Senior UI/UX Designer

@properties

📅 March 2020 - current

- Lead the redesign of platform software, facilitating collaboration across teams, resulting in a 30% reduction in development time.
- Create design systems and scale across all products.
- Design net new products for scale, multi-tenancy, and long-term impact using Lean UX methodology within an agile team environment.
- Establish key metrics from research to drive UX strategy and alignment across the organization.
- Build and direct design team, mentor designers and set priorities.
- Streamline the onboarding process.
- Lead weekly stakeholder design presentations, showcasing user interface prototypes and gather feedback to enhance user experience.

Senior User Experience Designer

Crowdfind

📅 January 2014 - March 2020

- Design and own UI/UX for multiple SaaS products using Lean UX methodology within an agile team environment.
- Create design systems and visual patterns that streamline workflows on large-scale enterprise platforms.
- Conduct user interviews and surveys, create detailed personas, and perform competitive analysis to validate key value propositions, enhancing UX.
- Analyze and solve complex interaction problems, from wireframes to solutions, and incorporate stakeholder feedback to enhance experience.

Senior Product Designer

GreenPSF

📅 September 2013 - January 2014

- Lead net new product design and partnered with product, engineering, and stakeholders to influence roadmaps and strategic decisions.
- Solve problems end-to-end, from framing and exploration through execution and refinement.
- Drive UX strategy and alignment across the organization.

Interaction Designer

Rand McNally

📅 April 2012 - September 2013

- Design apps, responsive websites, eBooks and email, improving user engagement and driving a 15% click-through-rate increase.
- Conduct user research and interviews to identify key business goals.
- Collaborate with marketing, product, engineers and stakeholders.

Print and Digital Designer

Frank Lloyd Wright Preservation Trust

📅 February 2009 - April 2012

- Design and develop apps and multiple websites.
- Enhance usability and SEO of e-commerce website, increasing organic traffic by 30% and contributing to revenue growth.
- Manage team of freelancers and interns; review work and priorities.
- Manage web and print projects, create brand assets.