

CHRIS SAYAS

Product Designer

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OVERVIEW

Product Designer focusing on creating useable UX and interactive experiences for both mobile and desktop SaaS enterprise products. Experience using tools like Figma, InVision, Sketch, Adobe XD, and Adobe Creative Suite to create wireframes, prototypes, and visual design assets.

Able to gather User Research by conducting user interviews, creating surveys, creating a Business Model Canvas, and producing User Personas. Experience in Branding and Identity, User Interface Design, and Visual Design and skills in Logo Design, Typography, Graphic Design, and Illustration. Proficient in Brand and Creative Strategy while keeping Agile UX Practices in mind.

EDUCATION

University of San Francisco

Double Major in Design and History
B.A. 2014 – 2018

General Assembly

User Experience Design Immersive Bootcamp
2018 – 2019

WORK EXPERIENCE

Fieldwire

Product Designer / August 2021 – December 2022

- Visually articulate product direction and produce low and high-fidelity design, mockups, prototypes, wireframes, visuals, and user flows that guide Engineering throughout the development lifecycle
- Work directly with cross-functional teams including product management, product marketing, engineering and customer success end to end.
- Conduct qualitative and quantitative user research to identify long term product direction and near-term feature improvements

SmartThings

UX Designer / February – July 2021

- Designed a new web product console by creating wireframes, user flows, prototypes, and visual designs in Figma, Sketch, and Adobe Illustrator for product and engineering teams.
- Created a design system and collaborated with an international team of designers and front-end development to assist with any issues.
- Participated in an agile development environment meeting, addressing, and creating UX requirements.

Hi Dev Mobile

UX Designer / January 2019 – August 2021

- Designing for mobile and desktop software using Sketch, Figma, Adobe XD, and Invision
- Creating wireframes, hi-fidelity prototypes, and mockups through an iterative design process, while developing Branding, Logos, and Identity
- Collaborating closely in a design team with engineers and designers on product strategy and growth while working with clients to create highly usable digital products.

Alpha & Omega Semiconductor

UX Designer / November 2019 – March 2020

- Redesigned client facing enterprise B2B GUI engineering desktop software tool using Adobe XD, Figma, Invision, and Adobe CC.
- Conducted guerilla user research, created wireframes, mockups, usable prototypes, with an iterative design process.
- Collaborated with PM's, design, and engineering teams on product strategy and vision.

Showpads

UX Designer / February 2019 – June 2019

- Designed a mobile app, web based matching system for renters and property agents using Figma, Sketch, and Adobe XD
- Collaborated with client and team to conduct user research for multiple user types— created and sent surveys, interviewed users, and conducted usability testing
- Created User Flows, mockups, high fidelity prototypes, developed branding, visual design, typography, and implemented a design system.