

# CHRISTIAN TRYLLER

STAFF PRODUCT DESIGNER

## CONTACT

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## PROFILE

I am focused on a user centric design output that drives a simplified yet enhanced engagement, solving business obstacles through design solutions, and empower people to make positive behavior change toward a more healthy and sustainable future.

## DISCIPLINES

UX/UI design, design systems, interaction design, metrics analysis and optimization, prototyping, stakeholder interviews, usability & a/b testing, user flows, user journeys, user research, wireframing, brainstorming, brand positioning, creative strategy,

## EDUCATION

**B.T., Visual Comm.** 2005-2008  
Farmingdale State College Farmingdale, NY

**A.A.S., Computer Arts** 2002-2004  
Suffolk Community College Riverhead, NY

## CAREER

### Staff Product Designer

Commure - San Francisco, CA

04 / 2021 - Present

- Group product designer providing thought leadership, strategy, and hands-on design to drive the launch of the flagship stealth H2P product.
- Juggle multiple product lines, partnering cross-functionally with engineering, product and stakeholders to craft best in-class user experiences.
- Helping to provide mentorship and alignment between design & research culture, to impact overall prioritization of commercial road map.

### Product Design Lead

Invitae - San Francisco, CA

05 / 2020 - Present

- Strategically built out the product design capabilities and increased product design team offering by 45%, which was measured through an increased volume of work on project tracking tools.
- Institutionalized a Product Design Process for the product programs.
- Oversee the architecture of a internal tools design system, dotcom design system & enterprise design system.
- Integration planning of new product experiences, including mergers & acquisitions.
- Mentored and trained designers on the team

### Senior Product Designer

Invitae - San Francisco, CA

01 / 2020 - 05 / 2020

- Strategically partner with product and engineering leadership for the core functionality and platforms of our consumer experiences.
- Helping define the global roadmap, driving consistent IA and coherent approaches to parallel solutions.

### UI Design Lead / Art Director

IBM - NYC, NY

2016 - 2020

- Led the scoping, planning execution of agile design team production and research for several high-level IBM products including Cloud, Watson, Industry Solutions, Mobile, Finance within the MSC.
- Mentored and managed 18 incredible talented team UX / UI designers, sharing in the responsibility for their growth. Ensuring that everyone is strategically and creatively on the same page.
- Develop initial visual ideas into systematic design structures to build a consistent user experience that can be translated across multiple devices.
- Departmental process improvements including team onboarding, process documentation, education, and research & development.

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## CAREER

### UI Design Consultant

IBM - NYC, NY

2015 - 2016

- Designed and launched successful cross-platform digital products across a multitude of industries.
- Collaborated in an Agile environment along side Clients, Scrum Masters, Product Owners, and teammates to scope and set design priorities.
- Led workshopping exercises and other collaborative human-centered design activities to align key stakeholders around a cohesive product vision See less.

### Lead Designer

Nikon, Inc. - Melville, NY

2012 - 2015

- Designed print and digital graphics to meet specific marketing goals.
- Used a variety of mediums-including electronic media-to achieve artistic effects.

### Senior Designer

Davis Vision - Plainview, NY

2008 - 2011

- Lead Designer for a national health insurance company, reporting directly to the Vice President of Marketing.
- Delivered on more than 40 in-house and co-branding projects montly. Projects include the development and execution of all print, ux/ui and branding initiatives.

### Product Designer

Consultant

2004 - Present

- Strategizing the design and launch successful cross-platform digital products across myriad of industries, from enterprise companies to high growth startups. Working with product and engineering teams to build and enhance digital experiences, through UX / UI design. Former clients include cyber security, crypto currency, ai, health tech.