

# Jon Sandler

# UX DESIGN MANAGER

## Experience

### Product Design Manager / LinkedIn

Aug 2022 – Present

At LinkedIn, I lead design for the Pages member and admin experiences team. My team consistently delivers solutions that create customer value in a challenging, high-stakes environment, serving hundreds of millions of people in an ecosystem that drives billions in revenue.

### Product Design Manager / Smartsheet

Mar 2018 – Aug 2022

Built and Managed a high-performing team across six product areas at Smartsheet, including planning and executing large company initiatives. Responsible for driving work satisfaction and fostering a sense of community within the 55-person XD organization through culture initiatives and team events. Designed patent awarded product innovation.

### UX Designer II / Limeade

Jul 2013 – Feb 2018

Led design team initiatives and strategy, enhancing collaboration between design and development while driving organizational support for UX. Mentored junior UX designers and interns, contributing to a highly functional team that pioneered the design sprint process at Limeade and shipped numerous major software releases.

### Lead Animator & Game Tester / Mega Crit

Jun 2016 – Mar 2018

Created the character animations for the fall 2017 release of the critically acclaimed game Slay the Spire into the Steam Store, selling millions of copies. Contributed to game design and testing, to help balance the game's characters and content.

### UX Designer / Utrip

Jun 2011 – Sept 2012

Sole product designer during the early startup phase of an online travel web-app. Contributed to securing venture capital through visionary wireframes, comprehensive prototypes, and high-fidelity mock-ups. Early work at Utrip played a crucial role in the successful growth of the product.

## Contact

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## Education

### BDes / University of Washington

2008 – 2013

I hold a Bachelor of Design in Visual Communication from UW's selective program. My work was chosen to represent the school at Microsoft Design Expo 2010 and a 2013 design exhibition exchange in Nanjing, China.

### Game Design Certificate / UW

2016

I completed a year long certificate course where I developed fundamentals in game design.

## Skills

Design management & mentorship

Product Design & Strategy

User experience design

User research

Visual design

Advanced prototyping

Game design