Chris Sullivan Senior Product Designer

chrissullivan.design csulli.ux@gmail.com (540) 424-6525 I'm a digital product designer based in Seattle. I create clear and meaningful solutions to real problems. My work is driven by understanding who the audience is, what they're trying to do, and how to help them achieve their goals. Recently I've been focusing on leveraging design systems and automation to build things that are scalable and enduring.

EXPERIENCE

Senior Product Designer, Huge

DECEMBER 2018 - PRESENT

- Designed experiences used by doctors to submit their medical data and receive evaluations on the quality of their services.
- Worked with clients and developers to evolve and elevate the design direction of the submissions and feedback experiences for doctors.
- Led effort to create a design system to unify three fragmented products with a single set of styles and components.
- Improved collaboration across a six person design team by devloping and establishing a workflow that leverages design libraries and version control.
- Concepted and designed high profile pitch work with tight deadlines.

Product Designer, The Atlantic

MARCH 2017 - NOVEMBER 2018

- Designer on initiatives including the iOS app redesign, article redesign, and paywall experience.
- Informed and validated design concepts by performing competitive analyses and conducting user tests.
- Key contributor on the creation of The Atlantic's design system.
- Established processes for operations including design library creation, version control, sharing designs for feedback, and developer handoff.
- Built design assets for styles, components, and pages that created consistency across designs and established source of truth for design team.

UX/UI Designer, USA TODAY

MAY 2014 - MARCH 2017

- Designer on iOS app, Android app and website redesigns.
- Redesigned the website's mobile section pages and navigation experience.
- · Created shared styles and components for design team.
- Designed USA TODAY's Apple Watch app.
- Built high fidelity, animated prototypes for user testing, presenting to stakeholders, and sharing with developers.

EDUCATION

BFA Graphic Design, George Mason University

2010 - 2014