

Penny Platt

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Kasa Shravan Kumar

Talent Acquisition Specialist

Clevanoo LLC

Dear Kasa Shravan,

Thank you for reaching out about the UX/UI Product Designer opportunity in Portland. With over 20 years of creative direction experience and a proven track record of shipping production-ready digital experiences across complex technical environments, I'm excited to bring my expertise in design systems, 3D asset direction, and intelligent automation to your client's team.

My background uniquely positions me for this role—I've successfully **art-directed teams of 3D designers** at Petersen Games, curating extensive STL and ZBrush asset libraries while maintaining visual consistency across physical and digital products. This experience translates directly to defining interaction patterns and contributing to design systems, as I understand the rigorous standards required when assets must work across multiple platforms and production pipelines.

Key Qualifications Aligned with Your Requirements:

- Mentorship & Team Leadership:** Mentored junior designers at both American College of Healthcare Sciences and Petersen Games, establishing systematic design validation processes

- **Accessibility & Standards:** Implemented Apple HIG validation through custom Swift-TypeScript bridge architecture, ensuring compliance across iOS, visionOS, and web platforms
- **UX/UI Experience:** Served as UX Director for RunSmart member app ecosystem, increasing engagement 40% through systematic user research and design iteration
- **Automation Expertise:** Built custom automations using JavaScript and Python for Oksana.ai creative intelligence platform, with production experience in HubSpot, Mailchimp, and Klaviyo integrations

Regarding automation industry experience: I've spent the past year building intelligent automation systems that bridge design and development workflows. My Oksana.ai platform demonstrates this at oksana.ai/documentation/quantum-spatial-design-system—it's a privacy-first creative intelligence system that automates design-to-code workflows while maintaining systematic quality control. This expertise translates to any automation or complex digital product environment where precision and user-centered design intersect.

I'm particularly drawn to opportunities that value **motion and storytelling** (I have extensive animation experience), **real-time environments** (currently developing spatial computing experiences for Apple Vision Pro), and **design systems thinking** (my Quantum-Spatial Design System demonstrates this at scale). My portfolio at 9bitstudios.io showcases production work across gaming, healthcare, and fitness industries—all requiring the kind of detailed interaction patterns and developer-ready specifications this role demands.

I excel at translating complex technical requirements into intuitive user experiences while maintaining close collaboration with engineering teams. My systematic approach ensures designs aren't just beautiful—they're buildable, accessible, and aligned with business objectives. I'm comfortable working independently on projects while actively participating in workshops and design reviews, and I'm passionate about advocating for user-centered design principles across organizations.

I'd welcome the opportunity to discuss how my experience with 3D asset

direction, design systems, accessibility standards, and intelligent automation can contribute to your client's product vision. I'm available for an immediate start on this 6+ month contract and excited about the possibility of long-term collaboration.

My portfolio is available at 9bitstudios.io, and I'm happy to walk through specific case studies that align with your client's needs. I look forward to speaking with you.

Best regards,

Penny Platt
Creative Director & UX Product Designer