

Sean Murphy

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www.sean-murphy.me

Work Experience

Product Designer and Product Manager KleerMail Boston, MA ~ 2015-Present

Designed an improved version their SaaS application, using a user centric approach.
Created user flows, UX wireframes, final responsive design deliverables, and style guide

Updated designs for their older application to ensure that it provided a cohesive experience
when used in conjunction with the newer application

Acted as the Scrum/Agile Product Owner, including writing user stories from internal/external
stakeholders and performing acceptance testing on completed features

Product Management Intern, Bionic Advertising Systems Hanover, NH ~ Summer 2014

Developed requirements and specifications for features based on customer feedback and market
research, presented the requirements to the development and UX teams

Worked with the UX team to define the user flow for a PowerPoint export feature

Performed both manual and automated testing on the SaaS platform to ensure stability and
effective feature integration for future releases

Software QA Intern, Nextmark Hanover, NH ~ Summer 2013

Developed, maintained, and documented QA test process for the production and eventual
deployment of a new version of Nextmark's SaaS platform

Acted as Scrum Master for a scrum software development team, ensured that the software was
delivered in a bug-less state within previously set timetables

Skills

Design:

Balsamiq
Sketch
Adobe Creative Suite
InVision
Framer

Programming:

HTML
CSS
Javascript (jQuery)
Bootstrap
Version Control (Git)

Education

Bates College

English
December 2014