Stephanie Freund

Product Designer

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🌐 www.stephaniefreund.com

📍 Remote/Hybrid (NYC)

Who I am:

I am enthusiastic about creating experiences that are both beautiful and functional. I have a background in design and development and always build user-centered, mobile first, and accessible friendly. I love working collaboratively with a team to figure out the problem and solution using user research and data.

I'm constantly learning and evolving my skills. I stay current with changing trends by getting involved in local tech meetups, volunteering my skills, participating in hack-a-thons, and taking online educational courses.

What I like:

What I speak:

English (Fluent) ● ● ● ● ●

Spanish (Basic) ● ● ● ○ ○

What I'm good at: ★

Research
Running usability studies, facilitating interviews, running surveys, and organizing user data

Design
Figma, Miro, Zeplin, Adobe Creative Cloud, managing design systems, leading design sprints and workshops

Development
HTML5, CSS3, Bootstrap5, GIT, Visual Studio Code, Asana, Jira, Trello

Currently Learning
Data science and visualization, mobile application design

Where I've worked: 💼

April 2021 - November 2022
Product Designer
Meta
Leading experiments for Facebook Ads Manager centered around brainstorming, ideation and quick implementation, while maintaining consistent design and a quality product.

December 2019 - March 2021
Senior UX/UI Designer
Vesta
Leading research, design, and development initiatives to create user-centric interfaces for web-based applications and to provide the best user experience in fraud protection for eCommerce.

August 2020 - October 2020
UX/UI Design Mentor (Part-time)
Thinkful
Engaging with students through 1-on-1 mentor sessions, group sessions, written feedback, technical coaching, and mock interviews.

December 2018 - November 2019
UX/UI Engineer
HealthPartners
Contributing human-centered design concepts to the application development team. Researching, user-testing, designing, and developing for web, mobile, and doctor and patient applications.

October 2017 - November 2018
User Interface Engineer
YA | Engage
Designing intuitive user interfaces and developing functional prototypes for client websites and internal applications based on targeted user personas and functional requirements.

June 2017 - July 2017
Front End Developer (Contract)
Wunderman
Building a mobile first, responsive website for the Media Network at Best Buy. Creating with Bootstrap, JavaScript plugins, and CSS annimations.

Clients and Industries
Facebook, AT&T, TMobile, SCJ, Kimberly Clark, Beam, Sargento, CDW, Target, Cottonelle, American Express, Starwood, US Bank, Carnival, Pillsbury, Betty Crocker, QRV, Trane, Best Buy, Lifetime Fitness, Lowe's, and Pepsi.

Where I've learned: 🎓

2023 – 2025
Human Computer Interaction B.A.S.
Metro State University

2022
UX Design Professional Certificate
Google

2009 – 2012
Web & Interactive Media A.A.S
Minneapolis Community & Technical College

Who I've helped: ♥

Minneapolis College Advisory Committee
Providing mentorship and support to graduatingstudents of the Web Design and Front-End Development course.

- Hexagon UX Chapter Lead, Portland
- Google Volunteer Coordinator
- Girl Develop It Teaching Assistant
- MCTC Web/Graphic Tutor