

## **Reid Slaughter**

Senior Product Designer

Cedar Rapids, Iowa, USA

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### **Summary**

- Senior Product Designer with 6+ years of experience designing across native mobile, web for enterprise platforms.
- Expertise in AI-powered UX design, design systems, and usability testing.
- Skilled in cross-functional collaboration to deliver scalable, accessible solutions that reduce onboarding time and improve user engagement.

### **Professional Experience**

Founding Designer

UX and Website Design | 01/2022 – Present

- Designed SEO-optimized websites for small businesses using Webflow, HTML/CSS, JavaScript, and Cursor.
- Leveraged AI tools like ChatGPT and Claude for content generation and code linting to accelerate delivery.
- Conducted UX audits for B2B SaaS tools, optimizing user flows and interface consistency.
- Built rapid interactive prototypes using Lovable and Vercel to validate design concepts with stakeholders.

Product Designer

TealHQ | 01/2024 – 04/2024

- Collaborated with leadership to conceptualize and implement data visualizations for AI-powered job search progress tracking.
- Designed UI components in Figma, integrating HTML and CSS to enhance UX across user journeys.
- Facilitated usability testing and iterations based on user feedback to optimize engagement.

Senior Product Designer

OCLC, Inc. | 07/2022 – 11/2022

- Designed and launched WorldCat Find native mobile app (4.4★ rating, 5,000+ downloads).
- Championed early collaboration with developers and UI specialists to streamline design workflows.
- Created wireframes and high-fidelity mockups in Figma using Google Material Design 2 system.

- Conducted user testing sessions to refine interface usability and accessibility.

## Product Designer

Collective Data | 10/2017 – 07/2022

- Reduced customer onboarding time by 92% through redesign of fuel transaction import workflows.
- Improved support ticket resolution time by 90% by aligning internal UX with user needs.
- Designed accessible, consistent Angular components using Figma and Google Material Design System.
- Partnered with engineering to redesign upgrade flows, reducing upgrade cycle from 6+ months to under 2 weeks.

## Education

Bachelor's Degree in Graphic Design

University Of Northern Iowa, Cedar Falls, Iowa | 2016

## Skills

Product Design: UX/UI Design, Interaction Design, Design Systems, Visual Design, Wireframes, User Flows, UX Research, Usability Studies, Native Mobile Apps, Accessibility, Branding, Music, Audio Editing, Video Editing,

Tools & Tech: Figma, Adobe Creative Suite, Google Material Design, IBM Carbon Design System, Jira, Miro, Webflow, WordPress, HTML5, CSS, JavaScript, Python, Web API Calls, AI Integration, GPT Prompt Engineering, FL Studio, Audacity, DaVinci