Sheila Christian

Google, Interaction designer

July 2019 – March 2023

- UX lead for Nitrate, YouTube's messaging system, which includes 20+ formats across home and watch pages (web, iOS, Android, television, and mobile web) for messages viewed by billions of people worldwide on a daily basis

- Designed the Statement Banner on the home page of YouTube based on a strategic initiative from the CEO. The format is used for key communications like localized COVID guidance, support for Black Lives Matter, and tips to help users spot misinformation online

- Designed the Living Room Masthead format, which resulted in a +2.1% increase in YouTube TV signups

- Received multiple peer bonuses for maintaining the catalog of all messaging formats across YouTube, and received the YouTube UX Award for Citizenship Q4 2020

- Led the redesign and migration from web to mobile of the Gmail feature that suggests whom to include in your recipient list when composing an email

Salesforce, Lead product designer

May 2016 – July 2019

- Led the design of end-to-end features on iOS and Android for the Field Service Lightning product, which was the fastest growing product at Salesforce

- Designed and supported the implementation of an app on iOS and Android that was used by sales engineers to showcase features of the Snap-Ins Mobile SDK

- Contributed to team success and culture. Created a system to celebrate everyone's birthdays, welcomed new designers, maintained the team's component library in Sketch, and managed a summer intern

AppMesh, Product designer

Oct 2014 – Jan 2016

- Designed, prototyped, and user-tested end-to-end features for an iOS app that allowed sales representatives to manage their personal sales data

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ABOUT

I'm an interaction designer in the San Francisco Bay Area with 10+ years of experience. My specialty is in leading the design of end-to-end features for web and mobile products. I am collaborative, creative, systematic, and detail-oriented.

EDUCATION

Carnegie Mellon University, 2012–2013
Masters of Human-Computer Interaction

University of Virginia, 2007–2011
BA in Computer Science
BA in Cognitive Science

SKILLS

Design tools
Figma, Sketch, Procreate, Adobe Creative Suite (Illustrator, InDesign, After Effects, Premiere), SketchUp, 3ds Max, Flinto, Framer, Principle, pen and paper

User research
Contextual inquiry, interviews, think-aloud usability testing, surveys, A/B testing, competitive audit, user flows

UX methods
Participatory design, design sprints, brainstorming, sketching, wireframing, affinity diagramming, storyboards, heuristic evaluation, accessibility review

Code
HTML, CSS, Javascript, Java, Git, MATLAB, xCode, Android Studio, Agile development