

# 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, including creating a system to celebrate everyone's birthdays, welcoming new designers, maintaining the team's component library, and managing 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