**Sheila** **Christian**

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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.

**EXPERIENCE**

**Interaction designer** Jul 2019 - Mar 2023

Google

* UX lead for Nitrate, the YouTube messaging system, which includes 20+ formats across home and watch pages (web, iOS, Android, television, and mobile web), which are 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. Also 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.

**Lead product designer** May 2016 - Jul 2019

Salesforce

* 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

**Product designer** Oct 2014 - Jan 2016

AppMesh

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

**EDUCATION**

**Master of Science (M.S.) - Human-Computer Interaction** Aug 2012 - May 2014

*Carnegie Mellon University*

**Bachelor of Arts (B.A.) - Cognitive Science** Aug 2007 - May 2011

*University of Virginia*

**Bachelor of Arts (B.A.) - Computer Science** Aug 2007 - May 2011

*University of Virginia*

**SKILLS**

**Expert in:** Figma, Sketch, Flinto, Principle, Usability testing, Competitive Audit, Sketching, Wireframing, Affinity diagramming, Storyboards, Heuristic evaluation

**Intermediate in:** Contextual inquiry, User interviews, A/B testing, User flows, Participatory design, Design sprints, Brainstorming, Accessibility review, HTML, CSS, Java, Agile development

**Basic in:** Procreate, Adobe Illustrator, Adobe InDesign, Adobe After Effects, Framer, Javascript, Git, MATLAB, xCode, Android Studio