# CHARLENE FOOTE

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A product designer motivated by complex problem spaces, equitable and meaningful outcomes, a collaborative and inclusive process, and high-quality workplace banter.

## EXPERIENCE

**Principal Product Designer / Remix at Via**
Aug 2018 to Present

- Design lead for web-based street sketching tool.
- Translating spatial requirements into a digital interface.
- Research and design vision for multiple products.

**Senior Product Designer / moovel**
Jan 2017 to Jun 2018

- Redesigned the transit ticketing mobile app.
- Design lead for the core transit ticketing experience.
- Founded and supported company design system.

**Product Designer / Getaround**
Apr 2014 to Dec 2016

- Designed two-sided features for car owners and renters.
- Designed lock/unlock feature for Apple Watch.
- Maintained design across mobile and web.

**Lead Designer + Front-End Dev / Big Sea Design & Development**
Aug 2011 to Nov 2013

- Designed brand, print materials, websites, and mobile apps.
- Managed clients from project kickoff to delivery.
- Built web interfaces using HTML, PHP, SASS, and jQuery.

## EDUCATION

**BFA Graphic Design**
International Academy of
Design & Technology
Tampa, FL / Dec 2006

**AAS Graphic Design**
Pensacola State College
Pensacola, FL / Jul 2005

## SKILLS

**Design**
UI/UX Design
Illustration
Prototyping
Usability Testing
User Research
Visual Design
Workshop Facilitation

**Tools**
Adobe CC
Figma / Sketch
InVision / Origami / Principle
HTML / CSS