DANIELLE PHILLIPS

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EXPERIENCE

Product Manager
2019 – Present

Intel- Hillsboro, OR

Determine user needs by specifying the type of research necessary to obtain data. Make recommendations regarding the nature and scope of the oneAPI product line by reviewing and writing requirements, appraising new product ideas, and evaluating packaging changes. Conduct ongoing analysis of market competition. Partner with product stakeholders to shape and define strategy and gauge user experience of new and existing oneAPI products.

Senior Product Designer

Led product design for cross-platform IDEs (Integrated Development Environments) optimized for embedded and IoT workflows. Created prototype concepts and presented them to executive leadership. Collaborated with the UX research team to develop and execute user studies and worked cross-org between corporate branding, documentation, and engineering. Contributed to new design patterns and helped manage UX Design guidelines.

Human Factors Engineer
2015 – 2016

Intel – Hillsboro, OR

Worked in Technology Manufacturing Group (TMG) on enterprise level software platforms with focus on supply chain and regulatory compliance reporting. Responsible for leading the UI design of highly complex data interfaces, distilling complex interactions into simple user flows. Contributed to UX research in relevant focus areas.

UX Designer
2013 – 2015

Intel - Hillsboro, OR

Role in IT Platform Engineering group; provided design and UX expertise for enterprise-wide collaboration platforms. Served as UX Product Owner for native and web mobile apps.

Interaction Designer
2007 – 2013

Synopsys, Inc. – Hillsboro, OR

Collaborated cross-functionally with design, engineering, and product development groups to define a new UX and presentation layer for SolvNet, the global support portal. Created wireframes and prototypes to communicate interaction design and workflow concepts. Contributed to the long-range vision for the product. The SolvNet Portal received best in class recognition resulting from the improved functionality and updated design.

SPECIALTIES

Product design	Leadership	Information architecture
Interaction design & prototyping	Design sprints	User research
Responsive design	Scrum	Usability testing
Product strategy	Kanban	Kano prioritization

EDUCATION

Computer Information Systems
Graduate Studies
University of Houston, Clear Lake, TX

BS, Communications
Sam Houston State University, Huntsville, TX

TOOLKIT

Axure, Sketch, Invision, VS Code, Git pages, Jekyll, competency in HTML, CSS,