Doug Cunningham

User Experience Researcher and Designer

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Portfolio

Profile

UX Specialist focusing on User Centered Design. Seeking to build engaging solutions for mobile and desktop while part of a dynamic and cohesive team. My passion stems from my 22 year career at Apple Inc. keeping the user experience central to balancing form, function and usability.

Experience

Find Friends For
Oct 2024 - Present

Senior Director User Experience

Directing design and development teams in building the mobile app Find Friends For. Managing all aspect of design; app outline, competitive analysis, wireframe sets, low fidelity through high fidelity prototypes. Managing build of user workflows and view optimizations. Directing team for design system for colors and fonts as well as iconography. Directing team interaction between design and development. Monitoring scrums and collaboration. Directing user testing both internal and public beta. Managing app store SEO and store deployment for both Apple App Store and Google Play store. Launched app Jan 2025.

Apple Inc.
May 14, 2001 - November 9, 2023

Strategic Partnerships

Solutions Architect providing guidance to Apple's strategic Partners for platform solutions. Clients included: Cisco, IBM, SalesForce, BOX, ESRI, Citrix and others. Applied Apples design principals to influence solution development maintaining the

user experience at the center. By collaborating with the Apple Design Lab and various Apple teams I have influenced overall implementation of partner solutions for the Apple platform. Lead for ESRI in building the Mobile suite of apps for their user base.

Enterprise Technical lead

Created schematics of client existing infrastructure to provide implementation recommendations to accommodate solution requirements. Provide App solution development guidance using the Apple Design Labs for user centered design and how to utilize the Human Interface Guidelines.

Pro Video team Tech lead

Created guidelines for Pro video sales channel resellers on Apple's professional video and audio products, both hardware and software. Integrated third-party peripherals into pro series solutions.

Education

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Career Foundry January 29, 2024- June 2024

Completed 6 month course for UX Designers and researchers, specializing in UX basics and concepts as well as practical design skills. Skills includ: Competitive analysis, User- testing and Feedback, Prototyping, Wire-framing and user centered design.

Apple University throughout Apple career

Several courses on Apple's philosophy in product design and use. These were fundamental in the user centered design approach that Apple always attempted to utilize.

Fresno State University, Fresno Ca.

1994 - 1996

Bachelors Mass Communication and Journalism

Veteran United States Coast Guard

1985-1990 Honorable discharge

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Skills

User Empathy, Problem-Solving, Communication, Adaptability, Attention to Detail, Continuous Learning, Business solutions

User Research, UX Design, User Personas, User Testing, Wireframes, Prototyping, User stories, Presentations, Marketing, Public speaking.

Tools

MS Office, Teams, Photoshop, Figma, Sketch, Diagrams, all Apple programs.