Michael Edelstone

Designer + neat person

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Recent work

Product Designer – SPR – *Remote*

Aug 2021 – present

- Created a comprehensive, Figma-based component library for a large financial institution as they pivoted to a modern Javascript framework
- Led the design and front end implementation for Rubicon Carbon, a startup marketplace for enterprise-grade carbon credit purchases
- Built, presented, and tested detailed user flows and auto-layout-based Figma prototypes for multiple clients simultaneously

Product Designer — Balto — *Remote*

Apr 2021 – Jul 2021

- Rapidly ideated and designed high-fidelity prototypes for three new modules planned within the Balto Cloud application
- Met regularly with customers and internal stakeholders to validate user experience choices and improve interface elements
- Created reusable UI components like color palettes, cards, and tables, and worked with engineering to select frontend frameworks

Product Designer – Kuali – *Remote*

Apr 2018 - Dec 2019

- Principal designer and CSS writer for a suite of applications used by thousands of higher education researchers to manage their work
- Major contributor to the evolution of a design and UX system shared across multiple Kuali apps via Figma and Storybook
- Created and managed a robust user testing and validation regimen, including recruitment, A/B, moderated interviews, and data analysis

Product Designer – Files.com – *Remote*

Apr 2017 – Mar 2018

- Designed reusable patterns and product features across the core filesharing app during an incremental conversion to a React interface
- Created simple and usable UX interactions, often end-to-end, from ideation and sketches all the way to production-quality JSX and Sass
- Scratch-built a talent recruitment website, and overhauled the markup, styles, and accessibility across high-traffic marketing properties

Strengths

- **Technical:** Live contributions to production SaaS interfaces and marketing websites viewed millions of times each month; I also manage a couple popular open source tools
- **Consistent:** Iterative process that moves confidently between rapid mockups, high-fidelity visual design, UX writing, user testing, and design system management
- **Remote-ready:** Years of experience on globally distributed teams and with the remote toolset Slack, GitHub, Loom, Zoom, Jira, Basecamp, and all the rest of it