

Grace Goudreau

User Experience Designer

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ABOUT ME

I specialize in transforming ambiguous requirements into intuitive, scalable interfaces that support enterprise workflows. Known for strong stakeholder relationships, visual craft, and the ability to lead high-impact design efforts independently.

EDUCATION

BACHELOR OF SCIENCE IN UX DESIGN, MINOR IN DESIGN & INNOVATION

Purdue University, Aug 2020 – May 2024

EXPERIENCE

PEPSICO | UX DESIGNER

Chicago, IL, July 2024 – Present

- Owned end-to-end design for two releases of a supply chain forecasting tool, serving as the sole designer collaborating closely with product and engineering across all phases
- Started conversations on how to integrate AI tools into ways of working, focusing on the prototyping phase and increasing productivity while address stakeholder needs
- Drove UX efforts across multiple internal platforms, turning minimal requirements into polished workflows, custom components, and interactive prototypes
- Successfully migrated a legacy product into PepsiCo's design system, earning full trust to lead design conversion, system mapping, and stakeholder alignment
- Built and presented high-fidelity Figma prototypes to align cross-functional teams and improve stakeholder understanding of design intent and usability

WEST MONROE | PRODUCT DESIGN INTERN

Chicago, IL, May 2023 – Aug 2023

- Collaborated closely with the design lead to craft intuitive mobile and desktop interfaces through meticulous design and prototyping efforts
- Enhanced the application's user experience by adeptly translating client requirements, business objectives, and technical constraints into actionable design solutions

ENVELOPIQ | UX DESIGN INTERN

Indianapolis, IN, June 2022 – Aug 2022

- Transformed EnvelopiQ's design approach and client readiness by introducing UX methods & artifacts to enhance current design practices
- Successfully researched & delivered essential UX artifacts to external clients, providing critical visual context that significantly enhanced project understanding and decision-making processes

SKILLS

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| • Figma | • Design Thinking | • Stakeholder Collaboration |
| • Design Systems | • Rapid Iteration | • Ownership |
| • User Research | • Prototyping | • Communication |