

Josh Clement - UI/UX designer

UI/UX designer with 7+ years experience helping teams deliver delightful products to millions
joshwclement@gmail.com · joshclement.com · linkedin.com/in/joshwclement · 0435773790

Experience

LinkedIn · San Francisco, CA

Senior User Experience Designer (Dec 2019 – Present) – San Francisco

- Designer on a team of 4, designing the core experience for 500k+ sellers on LinkedIn Sales Navigator, an enterprise sales intelligence tool.
- Working with User Research to interview users, distill insights and generate sketches, prototypes and wireframes to define new product opportunities and inform the roadmap. Responsible for presenting work to project stakeholders, design group and broader 50+ product org.
- Facilitated multiple design sprints to visualize product direction for next 12 – 18 months.
- Partnered with design systems teams to write guidelines, best practices and specs for a new component library.
- Completed 2 day accessibility training.

Under Armour · San Francisco, CA

Product Designer (April 2018 – Dec 2019) – San Francisco

- Evolved and grew myfitnesspal, a nutrition tracking app with 50m+ monthly active users.
- As lead designer in the San Francisco office, I worked cross-functionally with product and engineering partners to represent the distributed design team, facilitate design discussions, and own deliveries of core product experience across iOS, Android and Web.
- Created achievements, a new ad product and potential revenue stream. Initial test saw 100% increase in CTR and 5% increase in D10 retention.
- Wireframed, prototyped and tested dozens of improvements to core flows including user onboarding, premium upsell, search and recipes– identifying pain points and shipping elegant, usable solutions.
- Helped establish a new design direction for myfitnesspal, informing a redesign and creating a new scalable design system to support multiple apps in the connected fitness ecosystem (MapMyFitness, ecomm, ua.com).
- Combined qualitative and quantitative methods to regularly uncover and share insights with org and ensure we deliver value for our users. Working with customer support, established process to enable rolling onsite usability testing to validate concepts and prototypes.
- Collaborated with product partners to manage and prioritize the backlog, initiated design tracking in Jira, write user stories and lead agile teams of developers through the development process.
- Investigated open-ended problems across the ecosystem like user authentication and distilled user flows and diagrams into elegant prototypes and polished user interfaces.
- Executed our product strategy bringing several new strategic bets to market, including voice and photo logging.
- Built internal design culture by hosting meetups, offsites, workshops and was a regular team representative at conferences including SF Design Week and Config 2020.
- Involved in recruitment process (eg. establishing inclusive principles, developing design challenges)

Daily Burn · New York, NY

Product Designer (July 2015 – March 2018)

User Interface Designer (July 2014 – July 2015)

- Made fitness fun, motivating and engaging for 150k+ subscribers, bringing several innovative products to market including audio workouts and live-streaming workout classes.
- Planned and designed a premium membership tier for more engaged users. By enabling upgrades and upsells for the first time, the business saw a significant and sustained increase in subscriber LTV.

Education

Monash University, Melbourne, Australia

Bachelor of Design (Visual Communication)