



JOSHUA GIUDICI

Senior Product Designer

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Work Experience

Buildium

Principal Product Designer | March 2021 – May 2021

Senior Product Designer | July 2018 – March 2021

Product Designer | November 2016 – July 2018

- Led a scrum team devoted to platform-wide improvements, e.g. navigation, bulk actions, and UI pattern overhauls.
- Launched a design system, templated pattern documentation, and conducted internal user research.
- Established a durable process for auditing and addressing UX debt.
- Mentored junior designers and defined UX team processes.
- Collaborated with product managers, UX writers, researchers, and engineers to deliver user-centric solutions for multiple scrum teams.
- Crafted research plans, moderated usability sessions, wrote surveys, planned first-click tests, and analyzed data to inform design decisions.
- Reliably met deadlines and iterated on designs within a fast-moving Agile environment.

Acquisition Labs

Senior Designer | November 2014 – August 2016

- Led design strategy for a digital ad campaign management tool and established a pattern library for managing components.
- Hand-coded my designs in HTML, CSS, and jQuery within a Ruby on Rails environment.
- Validated design concepts with prospective users through usability tests and foundational interviews.

Projects

Design System

- Partnered with engineers to establish Buildium’s design system—known as “Cornerstone.”
- Defined the process and hierarchy for all UI pattern documentation; spearheaded internal research to ensure adoption.

UX Team Identity

- Coordinated and participated in workshops to create our UX team’s mission, vision, and core values.
- Created UX Pillars by distilling stellar user experiences into 6 key attributes and raised the organization’s design fluency by embedding them into our Product development strategy.

Global Search

- Reimagined and improved Buildium’s search experience which resulted in a 500% increase in daily searches.

Education

New England Institute of Art

Bachelor of Science in
Advertising

Skills

User experience design
Visual design
Interaction design
Animation
Responsive design
Atomic design
User research
Wireframing
Information architecture
UX copywriting
Illustration
Workflow diagramming
Front-end development
Heuristic evaluation
Agile development
Prototyping
Design sprints

Tools

Sketch
InVision
Adobe CS
Principle
Optimal Workshop
HTML + CSS
Maze
Jira
Miro
Whimsical
SurveyGizmo