

# Misaki Suehiro

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### **EXPERIENCE**

#### SHOPIFY / PRODUCT DESIGNER

May 2019 - May 2023

- Led design of Shopify's B2B Checkout, processing \$100+ million GMV within the first 6 months of launch
- Collaborated among product, engineering, and stakeholders, defining the project roadmap and UX strategy to ensure seamless alignment throughout development.
- Championed user research, incorporating interviews and usability testing to drive informed product strategies and design decisions.
- Translated conceptual ideas into detailed wireframes, interactive prototypes, and high-fidelity UI designs, significantly contributing to the development team's success.

## HANDSHAKE / LEAD PRODUCT DESIGNER

Apr 2018 - May 2019

- Redesigned the main product's navigation at a B2B SaaS e-commerce company, including information architecture restructuring and final visual designs.
- Created the company's design system for use across all products, contributing to a cohesive user experience.
- Worked on projects to enhance the user ordering experience across multiple platforms.

#### **RENT APPLICATION / LEAD PRODUCT DESIGNER**

Oct 2016 - Nov 2017

- Led design efforts at a digital rental application platform, overseeing product direction and visual design.
- Conducted initial user research, including interviews and heuristic evaluations, leading to a visual rebrand and an overhaul of the user experience.
- Performed usability research post-redesign launch, utilizing interviews, surveys, heat maps, and Google Analytics to continually improve the user's experience.

#### **DESIGNATION / UX DESIGNER**

Mar 2016 - July 2016

Participated in an 18 week program where I worked as a UX consultant for various clients in a collaborative agile environment.

#### **EDUCATION**

#### UNIVERSITY OF ILLINOIS

Bachelors of Science in Psychology

#### **SKILLS**

UX design User Research Brand Identity

UI design Prototyping Information Architecture

Usability Testing Rapid Prototyping Design Thinking

User Interviews Wireframing

Heuristic Evaluation Interaction Design