

Misaki Suehiro

www.misaki.design / mcsuehiro@gmail.com / 847.990.0685

EXPERIENCE

SHOPIFY Product Designer / May 2019 - May 2023

I was lead designer for Shopify's first native B2B Checkout, which has processed \$100+ million GMV.

- Collaborated with product, engineering, and stakeholders to define project roadmap and UX strategy, and ensure alignment throughout the entire development process
- Led and conducted user research including user interviews and usability testing to inform product strategy and design decisions
- Developed detailed wireframes, interactive prototypes, and high-fidelity UI designs to communicate design concepts effectively to the development team

HANDSHAKE Lead Product Designer / Apr 2018 - May 2019

As lead product designer at B2B saas e-commerce company, I redesigned our main product's navigation, from information architecture restructuring to creating final visual designs. I created our company's design system to be used across all of our products. I worked on projects that improved our user's ordering experience across multiple platforms.

RENT APPLICATION Lead Product Designer / Oct 2016 - Nov 2017

I led design at a digital rental application platform, from product direction to visual design. I redesigned our product from visual rebranding to an overhaul of the user experience. I conducted initial user research including user interviews, heuristic evaluation, competitive analysis and performed usability research post-redesign launch (user interviews, surveys, heat maps, and Google analytics) to continually improve the user's experience.

DESIGNATION UX Designer / Mar 2016 - July 2016

I 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