CeDerrick Mixon

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Viewmywork2020 : PW

A user-centric product designer with 10 years of experience building intuitive interfaces for consumer and enterprise software, dedicated to delivering impactful digital experiences that meet both user needs and business objectives.

Experience

Carputty   May 2022 - September 2024

Director of Product Design

Atlanta, GA (Remote)

I led the design team in collaborating with Product, Engineering, & Operations to create our enterprise software and overall user experience. Working closely with the Head of Product, we shaped our design strategy to support business goals & meet ambiguous needs, ultimately solving efficient product problems while contributing to business success.

Roadsync   Oct 2021 - Nov 2022

Lead User Experience Designer

Atlanta, GA (Hybrid)

At Roadsync, I spearheaded the first cross-functional UX collaboration to develop their payment software. Leveraging Flutter development, we rapidly delivered UX solutions, accelerating product growth. I also fostered UX design processes company-wide, defined product requirements, and optimized resources for swift project delivery in the dynamic supply chain industry. Additionally, I managed a team of 5 designers.

Carvana   May 2021 - Dec 2021

Senior Product Designer

Atlanta, GA (Remote)

At Carvana, I led the design of the fleet management/enterprise tool used by dealerships, the DMV, and customers. In this role, I mentored junior designers and provided design leadership training. Collaborating with user research and design system teams, we introduced 6 key features that boosted revenue by 5% in Fall 2021.

Parkmobile   Jul 2017 - May 2021

Product Designer / Senior Product Designer

Atlanta, GA (In-Office)

I led the design of new features, conducted user testing, and collaborated with engineers to deliver a seamless user experience for over 20 million users. I also spearheaded research and design for innovative data-driven content presentations within a major app redesign, working cross-functionally to build the best possible product. Additionally, I implemented the company's first design system, ensuring consistency and efficiency across all design projects.

Certifications

Front-End Web Development

General Assembly (Atlanta)
2019

Front-End Engineer

Codeacademy
2024

Object-Oriented UX

Udemy
2024

Agile/Scrum Master

Mitch Lacey & Associates
Fall 2019

Accessible UX Writing

Udemy
Fall 2023

Generative AI for Beginners

Aakriti E-Learning Academy
Spring 2024

ADA Compliancy

Pluralsight / Udemy
2019, 2024

Skills

Design

Sketching
Wireframing
Information Architecture
User Flows
User Persona
Sitemaps
Journey Maps

Research

Card Sorting
Contextual Inquiries
Design Workshop/Facilitation
User Interviews
Surveys
Task Analysis
Usability Testing

Tools

Figma
Miro
Jira / Atlassian
Adobe Creative Suite
Visual Studio
Github

Development

HTML
CSS
Javascript

People

Collaboration
Mentorship
Team Culture
Management
Emotional Intelligence

Education

Savannah College of Arts & Design

Bachelors of Fine Arts
User Experience Design

Jan 2011 - May 2014

Grambling State University

Bachelors of Arts
Fine Art

Jan 2008 - Dec 2011