Oliver Engel

Digital Product Designer

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/ EDUCATION

Master's of Human-Computer Interaction + Design
University of Washington, Seattle

Interdisciplinary Computing + the Arts
University of California, San Diego

/ DESIGN

Design systems
Experience design
Illustration & icons
Interface design
Prototyping
Service design
Visual design

/ TOOLBELT

Arduino
Adobe Creative Suite
Cinema 4D
Figma
HTML / CSS / JS
InVision
Sketch

/ WORK EXPERIENCE

Product Designer II
Samsara

Seattle, WA
May 2021 - Now

- Aligned stakeholders on design directions for multiple data analytics platform features, and worked with engineering to roll them out into beta testing.
- Used customer research and usage data to create new platform-wide design patterns and modify existing ones.

Product Designer I → II
Boundless Immigration

Seattle, WA
July 2019 - May 2021

- Collaborated with legal, business, customer service, and engineering stakeholders on projects ranging from a customer dashboard to complex internal operations tools.
- Owned the design systems and visual direction of all products; also established a comprehensive UI library.
- Guided critical projects from scoping to launch, and learned to align stakeholder expectations with research, business goals, and design recommendations.

Product Design Intern
Collective Health

San Francisco, CA
May 2018 - Jan 2019

- Developed design system elements and helped ship the updates to customer-facing iOS and Android mobile apps.
- Worked as an independent contractor after the internship, continuing to refine the mobile app design system.

/ SELECTED PROJECTS

Scoring Driver Safety
Samsara – 2022

- Led research, ideation, feature alignment, and detailed design work for a project around enabling customers to score the road safety of their fleets.
- Identified high-impact product opportunities through user research and usage data and helped get them on the roadmap.

In-App Messaging System
Boundless Immigration – 2021

- Sole designer on a business-critical project to create the MVP of an in-app customer messaging system.
- Worked with business & tech constraints to ship a product that laid the groundwork for our long-term product vision and sped up customer comms processing by roughly 2x.
- Used telemetry and user research to identify weak points after launch and iteratively ship product updates.

See more projects over on oliverengel.com