

Trevor Lane

Senior Interaction Designer

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Professional Summary

Senior Interaction Designer with over a decade of experience designing fluid, accessible, and highly engaging user interactions for enterprise platforms and consumer-facing apps. Leader in design thinking, motion systems, and interaction frameworks.

Skills

Design Systems, Advanced Prototyping, Interaction Frameworks, UX/UI Flow Optimization, Inclusive Interaction Patterns, Figma, Framer, Animation Libraries, Cross-Device Experience, Team Collaboration

Experience

Senior Interaction Designer - ZenithX Labs (2018 - Present)

- Led interaction architecture for cross-device smart software experiences.
- Built interaction libraries that powered platform-wide motion standards.
- Collaborated with engineers to refine real-time animations and transitions.

Interaction Design Lead - ModalUX (2012 - 2018)

- Directed user flow audits and redefined key customer touchpoints.
- Integrated data-informed animation systems that reduced user errors.

Education

M.Des. in Interaction Design, Carnegie Mellon University, 2012