

Sarah Huang

Product Designer focused on creating clear and meaningful experiences for users through thoughtful collaboration

EXPERIENCE

Product Designer || VMware, Inc.

DEC 2019 - present

End-to-end designer on vRealize Operations Manager. Notable projects included alert grouping, application-aware infrastructure, search, troubleshooting experience, and user research

- Led user research initiative for design team in conjunction with user researcher — from recruiting to asset preparation to interviewing, including in annual VMworld conference — for feedback on new project features and design work
- Collaborated and built alignment with designers, engineers, and product managers in scoping, ideating, prototyping, and reviewing feature work

Product Designer || ZapLabs (Realogy)

JUN 2018 - JUN 2019

End-to-end designer on dedicated cross-functional teams for Zap CRM. Notable projects included transactions, follow-up campaigns, and script libraries.

- Conducted user interviews and usability testing sessions with real estate agents to validate designs and inform product direction
- Delivered high-fidelity mock-ups, specs, and prototypes to developers
- Led engineers, designers, product managers, and UX researchers in design thinking workshops and ideation sessions for mobile-first "Next-Gen CRM" initiative

UI/UX/Web Developer via Collabrus || AXA Rosenberg

NOV 2017 - JUN 2018

Sole designer focused on launch of client-facing data visualization tool "[Rosenberg Visualiser](#)"

- Validated designs to internal stakeholders through 40+ internal user testing sessions
- Prototyped numerous iterations in Figma and revised copy
- Implemented features in Javascript web app, including Google Analytics tracking, multi-language localization, responsive layout, cross-browser compatibility

Product UI Design Intern || Fluxx

MAY 2017 - OCT 2017

- Defined "zero state" design and copy for Grantmaker and Grantseeker
- Conducted qualitative user interviews on usage of GM's admin panel to inform product
- Created user personas through reviewing internal research data
- Consolidated "Builder Basics" onboarding manual using Adobe InDesign

* References available upon request

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EDUCATION

UC Berkeley

FALL 2013 - SUMMER 2017

Cognitive Science, B.A.

Linguistics, B.A.

Computer Science minor

SKILLS

Design

User experience design

User interface design

User research

Usability testing

Wireframing

Rapid prototyping

Task flows

Experience mapping

Competitive analysis

Content strategy

Tools

Sketch, InVision, Framer X,

Figma, Balsamiq, Adobe,

iOS, Android, Miro,

Dovetail, Eyequant, JIRA,

UserTesting, Google

Analytics

Languages

HTML, CSS, Javascript,

jQuery, Python, Java, SQL