Siuan McGahan

Shelburne, VT | 802.829.9198 | x@siuan.com | [www.siuan.com](http://www.siuan.com) | linkedin.com/in/siuan/

# SUMMARY



A versatile, creative technologist with extensive leadership experience in enterprise B2B design, specializing in cybersecurity and AI technologies. I focus on creating empowering tools that enhance our creativity, productivity and efficiency—bridging the gap between complex technologies and human potential.

# PROFESSIONAL EXPERIENCE

## Independent | UX Strategy and Design Consultant  2024 – 2025

* Advising on UX Research, Design and Strategy for GenAI startups.



## Deloitte | Principal Product Designer  2021 – 2024

* Directed a remote, globally distributed team of 9 UX designers, delivering user-centric solutions across industries such as cybersecurity, cryptocurrency, AI, and healthcare.
* Significantly boosted team efficiency through the implementation of scalable UX processes.
* Spearheaded an accessibility education and assessment initiative, enhancing product accessibility and WCAG 2.2 conformance across assets.
* Cultivated a culture of collaboration and innovation by introducing initiatives like revised meeting structures, mentorship programs, office hours, and show and tells.

## Terbium Labs | Senior Product Designer 2019 – 2021

* Led the end-to-end redesign of **Matchlight**, a B2B SaaS cybersecurity product, driving a substantial increase in customer retention and sales, and subsequent acquisition.

## Champlain College | Adjunct Professor 2019 – 2021

* Designed and taught advanced courses, including **“Advanced Seminar in UX/UI”** and **“Intro to Game Art”**, emphasizing real-world applications and industry trends.

## Freelance | VFX Artist, Product and Motion Designer 2003 – 2018

* Designed innovative mobile and desktop applications for clients, including the Champlain Valley Office of Economic Opportunity and Dealer Policy.
* Delivered VFX for films such as *The Chronicles of Riddick* and *The Lord of the Rings: Return of the King.*

## NASA Jet Propulsion Laboratory | Development Engineer 1997 – 2003

* Provided digital media expertise to Planning, Web Technologies, and Mission Simulation & Instrument Modeling teams, supporting critical space exploration initiatives.

# EDUCATION



## National College of Art and Design, Ireland | MFA Fine Art Media 2017

## UCLA | BA Philosophy and Mathematics 2002

# SKILLS



**Product Design**: Figma, Adobe Creative Suite, Design Systems, Branding, Interaction Design, Motion Design.

**UX Processes**: Research, Wireframing, Prototyping, Usability Testing, Accessibility, Journey Mapping.

**Leadership:** Mentoring, Team Building, Conflict Resolution, Workshop Facilitation, Stakeholder Communication.

**Emerging Skills:** Human-Centered AI Design, Ethical AI Practices, Generative AI Tools, Prompt Engineering.