Lauren Nicole Smith

manager, product designer laurenicolesmith.com

Experience

ATTN:

Manager, Product Design

Oct 2016 - present

Los Angeles, CA

- Manage Product Designers, department operations, craft design requirements and lead design sprints
- Mentor, lead Product Designers through prototypes, collaboration with engineering
- Set standards, plan, and conduct User Research and User Testing for Creative Tooling software releases
- Work alongside PM and Engineering leads to develop team process, KPIs, and release estimations
- Introduced and supported design roadmap for 15+ individuals across departments to promote design culture
- Represent PDx to stakeholders and Management

UI Engineer

Nov 2014 - Oct 2016

New York, NY + Austin, TX

- ATTN:'s first Front-end hire, responsible for interaction design, development, and feature testing
- Crafted product testing process that increased conversion rates on 0&0 property with 11+ million sessions/month
- Designed and developed our first design system and front-end pattern library

Pencils of Promise

Designer, Developer Jul 2013 - Nov 2014

New York, NY

Do Something

Visual Designer

New York, NY

Jun 2011 - Jul 2013

Mentorship + Teaching

Bloc

UX Design Track Mentor

2018 - present

Lead weekly 1:1's with students where I help evaluate skill mastery, give career advice, and prep students for interviews.

General Assembly

Workshop Instructor Front-end WD TA

2015 - 2017

Teach lessons, hold office hours for students learning front-end. Hold workshops to help designers learn how to code.

Awards

Best Tech Manager

Tech In Motion - LA Nominee

2018

Selected as one of 10 final nominees from over 100 prospective candidates, nominated by my design team.

Education

University of South Carolina

BA, Visual Communications

2007 - 2011

Columbia, SC

General Assembly

Certificate, Front-end WD

2013 - 2014

New York, NY

Skills

HTML 5, CSS3, Sass/SCSS

InVision, Principle

Adobe Creative Suite

Javascript, jQuery

Google Analytics, Heap, Optimizely

Github, Trello

Sketch, Figma

Optimal Workshop Tools

Hiring, Recruiting, Onboarding