

Stephan Somers

Product Designer

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EDUCATION

Human-Computer Interaction (BS)

University of California, San Diego
Class of 2018

Irrational Labs Behavioral Design Bootcamp Certificate, January 2022

Learned behavioral economics and consumer psychology through Irrational Lab's 8 week bootcamp.

PERSONAL PROJECTS

Grayscale Figma Plugin

Designed, developed, and actively expanding a community Figma plugin allowing users to toggle grayscale overlays on artboards. Currently over 1K downloads.

AWARDS

Design At UCSD Design Sprint Competition, First Place x 2, March 2018 & May 2018

First place prize for ideating and prototyping a curated open source education platform.

First place prize for redesign of Illumina's NextSeq 550Dx operating software.

UCSD Halicioglu Data Science Competition, First Place, March 2018

First place prize for data analysis on the correlation between veteran suicide rates and socioeconomic status with the goal of better allocation of suicide prevention resources.

EXPERIENCE

Steady — Senior Product Designer

Web & Mobile Application Empowering People to Earn More

FEBRUARY 2021 - PRESENT

- Identified and executed several high-impact design initiatives within Steady's Boosters offerings, lifting EPC by over 8% and engagement by over 25%.
- Owned the design vision for the Income Passport product. Holistically redesigned the user journey, increasing flow completion by over 250% and reducing time on task by 65%.
- Championed accessibility across the org by organizing the design and engineering effort to bring Steady up to WCAG 2.0 standards and creating a VPAT for external stakeholders.

Riven — Product Design Consultant

Web Application for 3D Scanning Product Design

APRIL 2021 - JUNE 2021

- Partnered closely with the product manager and engineering team to translate a highly technical product into a simple and elegant user experience which helped secure an exit.

Kast — Lead Product Designer

Desktop, Mobile, Web, & TV Application for Digital Watch Parties

OCTOBER 2018 - DECEMBER 2020

- Utilized qualitative and quantitative data to redesign the watch party experience resulting in a 17% increase in average session duration and 8% increase in D7 user retention.
- Established a design system to increase workflow efficiency and maintain product consistency.
- Facilitated design thinking workshops to promote product ownership across teams and champion the design process.
- Managed a team of 3 designers.

Slant — Co-Founder, UX Designer

Mobile Application for Civic Engagement

JUNE 2018 - MAY 2019

- Accepted out of an applicant pool of over 70 startups to participate in the Converge Incubator and receive funding and mentorship.

Global Ties — UX Designer & Developer

Responsive Web Application for San Diego Non-Profit

JANUARY 2017 - MARCH 2017

- Led a team of 8 to design and build a classification tool for a non-profit client which increased productivity by 20%.