STACY TAYLOR

www.stacytaylor.design - stacy.taylor@gmail.com

EXPERIENCE

Honeycomb.io - 2022-Present

Senior Product Designer

- Redesigned BubbleUp feature to improve comprehension and drive new user activation.
- Contributed to user flows for Honeycomb's Deployment Protection Rule for GitHub Actions.
- Performed user research and usability testing.

Auth0/Okta - 2018-2022

Staff Product Designer

- Crafted the developer experience of AuthO's technical documentation and quickstarts.
- Designed a more interactive quickstart experience to improve the developer's time to value.
- Restructured the information architecture of Auth0's 1000+ pages of developer documentation.
- Performed user research and usability testing to ensure solutions met the needs of highly technical users.
- Worked as part of a cross functional team to identify and prioritize product vision and roadmap.
- Oversaw a company-wide initiative to remove biased and exclusionary language from our communications and code base.
- Created training materials to drive inclusive design initiatives and accessibility improvements in the product.
- Created UX writing guidelines to empower designers and product managers to craft better microcopy.

Intel Corporation (via EdgeRock Technology Partners) - 2017

UI/UX Designer

- Generated designs that adhered to a new UI style guide to establish a consistent visual language for all Intel Developer Zone products.
- Developed sitemaps and wireframes for website theme migration.

EDUCATION

Masters of Library and Information Science – Dominican University Bachelor of Arts, Telecommunications – Michigan State University

CERTIFICATIONS

Certified Professional in Accessibility Core Competencies - IAAP

PROFESSIONAL SERVICE

Computer Human Interaction Forum of Oregon (CHIFOO) - 2018-2021

Executive Chair

• Led the chapter and managed its activities in accordance with the policies and procedures of the ACM.

Communications Director

- Assisted in the development of an educational speaker series on various topics relating to computer-human interaction.
- Promoted monthly events through social media and newsletters.

Out in Tech - 2020-2022

Mentor

 Mentored LGBTQIA+ youth on the technical and professional skills needed for launching a successful design career.