# John Tyler McCarley

### Product Designer // Product Manager

**Profile:**

Accomplished, high energy, detail-oriented professional with extensive experience designing digital products across multiple touchpoints.

Proven ability to lead product teams to deliver key growth metrics through structured sprint cycles and quick feedback loops. A focus on the firm's efficiency, integrity, and profitability drives every decision.

**Contact:**

Email: mccarley.tyler@gmail.com
Phone: 501.352.1346
Website: https://tylermccarley.me
LinkedIn: https://linkedin.com/in/tylermccarley

**Skills:**

Design: UX, UI, IxD
Processes: Agile / Scrum methodology
Languages: HTML5, CSS3
Platforms: iOS, Android, Mac OS, PC, Web
Programs: Sketch, XD, Illustrator, InVision, Marvel, Zeplin

**Experience:**

**Solera Holdings**                                    October 2017 - April 2018
Sr. UX / UI Designer

- Led design initiatives (full-cycle) for business and consumer-facing software applications

- Worked in cross-functional teams with key stakeholders to identify and solve issues by building technical solutions

- Developed wireframes and produced prototypes that matched company's brand, style guide, and IxD

**Verizon**                                              June 2015 - June 2017

UX / UI Design Lead                                      (Jan. 2017 - Jun. 2017)

- Owned experience and design of One Talk® desktop client
- Created technical specifications, UX flows, UI concepts, and clickable prototypes for user testing and executive buy-in

UX & Visual Designer                                     (Jun. 2015 - Dec. 2016)

- Built over 1,500 screens across iOS and Android phones and tablets
- Designed a patentable UX for transferring and merging calls
- Worked with product managers, owners, and business stakeholders to solve technical problems
- Worked with outside agencies to adhere to brand style guidelines

**MyWorkShift**                                          August 2009 - May 2015

Head of Product

- Conceptualized one of the first cloud solutions for scheduling employees
- Developed time and attendance software that connected to QuickBook's API
- Led design and development teams in building an app with 25,000 users
- Established project budgets and timelines
- Conducted quantitative and qualitative UX research