

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:

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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 - Current

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 QuickBooks'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