

Grace Young

Contact

www.graceyoung.design ↗

younggrace16@gmail.com ↗

www.linkedin.com/in/ ↗

Education

Rhode Island School of Design

BFA Graphic Design & Computation,
Technology, Culture Concentration
2016 – 2020

Brown University

Courses: User Interface & User
Experience, Object-Oriented
Programming in Java
2018 – 2019

Skills

User Research
User Interviews
Information Architecture
Sketching
Wireframing
User Testing
Prototyping
UX / UI / Interaction Design
Design Systems
Visual Design
Illustration
Information Design

Tools

Figma
Adobe Creative Suite
Usertesting.com
Hotjar
Google Analytics
PostHog

Technologies

HTML, CSS / SCSS

Experience

Product Designer at Plutos

NYC, NY | 2024 – 2024

- Led design for a b2c iOS app, simplifying the UX for homeowners and contractors to visualize interior styles and renovations.
- Designed features for users to view, share properties, and collaborate by suggesting rooms.
- Worked closely with a real estate investor, CTO, and an overseas team, occasionally advocating for and implementing UX improvements.

Product Designer at Nickel

Brooklyn, NY | 2023 – 2024

- Worked closely with 2 founders and 2 engineers to improve b2b financial products for businesses transacting up to \$1M.
- Reduced friction on the payment experience, identifying UX opportunities through customer recordings.
- Using customer feedback and product analytic tools to iterate quickly and move product and business metrics.
- Rapidly design and prototyped new products – b2b Sales Tax, Exemptions, and Invoicing web apps on a weekly sprint cadence.

Product Designer at Farther Finance

NYC, NY & Remote | 2021 – 2022

- Lead design for b2c and b2b web and mobile app features and products – streamlining traditional financial processes into efficient digital experiences for our clients, financial advisors, and businesses.
- Improved handoff to our product and engineering team by implementing an iterative and collaborative design cycle.
- Build and expand a design system and pattern library with reusable Figma components and patterns.
- Worked with engineering to ideate, design, prototype, and launch product and feature updates and improvements.
- Steered Farther's new brand directions with Red Antler.

UX/UI Designer at Levitate Foundry

Remote | 2020 – 2021

- Collaborated with eCommerce managers and dev team as design lead to create seamless checkout experiences and apply industry best practices for DTC eCommerce sites.
- Persuaded design buy-ins to stakeholders and provided design solutions to their feedback.
- Wrote QA and development tickets and worked with developers to resolve site issues across various devices, browsers, and operating systems by using BrowserStack and Google inspect tool.
- Worked with 50+ brands and 10+ eCommerce sites—designing paid media campaigns, applying brand directions, and implementing email flows in Klaviyo and ReSci.