



William Man

Designer

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Profile

I am a highly experienced designer with a passion for delivering outstanding digital experiences for clients. Specializing in design systems, data visualization, modular/responsive content, and designs for accessibility, I have a proven track record of success working on projects across a wide range of industries. My experience includes leading product design teams, managing the design process, and collaborating with stakeholders to bring ideas to life. My prior experiences as a front-end developer (HTML, CSS, JS) and a motion designer provide me a broader perspective of the design space.

Experience

Centene

Senior UX Designer

July 2023 - Present | New York, NY

- Worked closely with the Empowered and Health team for improving the managed care service, designing and prototyping accessible designs for providers and members

Hewlett Packard Enterprise

Design Operations Specialist

May 2023 - July 2023 | New York, NY

- Enhanced overall work stream and facilitated the adoption of the design system within internal teams and improve Figma architecture
- Proactively identified and addressed gaps in file management, emphasizing accessibility and handling edge use cases for components and patterns in the design system and improving efficiencies for better prototyping and testing

T-Mobile

Senior Systems Designer

Aug 2022 - Jan 2023 | New York, NY

- Led the design and documentation of the Apeiron design system for web and mobile platform, collaborating closely with the design team and developers to ensure granular detail and thorough documentation in Token Studios for Figma
- Delivered high-quality, user-centered design solutions for high-profile clients, balancing business goals with user needs

Better Place Forests

Senior Interaction/Systems Designer

Dec 2021 - May 2022 | New York, NY

- Guided brand consistency and accessibility across multiple digital products for after-life planning for web, iOS and android experiences and the physical forest experience, resulting in the development of the Spruce 2.0 Design System
- Provided cross-functional support, from content strategy to high-fidelity mocks, and acted as liaison between developers and designers to ensure seamless hand-off within Figma

Door3 Business Applications

Senior UX/UI Designer

Nov 2018 - Dec 2021 | New York, NY

- Owned the process definition for the design team and worked closely with clients, project managers, and developers to bring product roadmaps to life and bring clients' design visions to launch from Figma to Storybook
- Demonstrated expertise in creating design systems, data visualization, modular/responsive content, and accessible designs across a wide spectrum of industries, including cybersecurity, healthcare, insurance, brokerage firms, legal firms, PPE distributors, and e-commerce platforms

Education

General Assembly

UX Design, Cert

2016 | New York, NY

New York University

Digital Media B.S.

2012 | Brooklyn, NY

Misc.

Invisible Hands

Lead Product Designer

Apr 2020 - August 2021 | New York, NY

- Lead of the mobile app design team for a COVID-19 response food delivery service
- Collaborated closely with stakeholders and developers on feature prioritization, business vision and iterative design feedback

Skills

- Accessibility (508/ADA)
- Content Strategy
- Data Visualizations
- Design Systems
- Information Architecture
- Interaction Design
- Motion Design
- Rapid Prototyping
- Usability Testing
- User Flows
- User Research

Toolkit

- Figma
- Webflow
- Sketch
- Abstract
- Zeplin
- After Effects
- Photoshop
- Storybook