MISSY YARBROUGH
SENIOR PRODUCT DESIGNER

Austin, TX or Remote/Hybrid / connect@missygo.design / missygo.design / 626.688.5159

A curious and vibrant designer that enjoys making sense out of chaotic mayhem in order to identify strategic opportunities that directly translate into viable, meaningful solutions. Heavily versed in cross functional collaboration with product managers, engineers, and fellow designers to create "0-1" products and experiences.

Senior UI/UX Designer at Virtuix / January 2022–current / Austin, TX

As a team of one, establish and continuously refine a design system with reusable components across desktop, mobile, and VR launcher platforms. Reexamine existing experiences to deliver more usable and delightfully engaging interactions for the upcoming consumer product Omni One, an omnidirectional VR gaming system. Work closely with other cross-functional collaborators to ensure market alignment and product requirements.

Product Designer Industry Mentor at Pathrise / December 2020–October 2022 / remote

Provide 1-on-1 mentorship (totalling ~350 sessions/15,000+ minutes) to guide fellows through both the technical and behavioral aspects of the job search such as portfolio revision, data driven case studies, product design thinking, UI/UX philosophies, and more to attain dream offers from Microsoft, Google, Meta and beyond.

Product Designer at RapidDeploy / August 2020–December 2021 / Austin, TX

Supported RapidDeploy's cloud native application for 911 call takers, dispatchers, and first responders by bringing a user-centered design approach to solving complex design problems in a large, high-stakes ecosystem with multiple user types. Led several end-to-end design efforts for key initiatives in RapidDeploy's flagship products, Radius and Nimbus. Refined and delivered a scalable, usable Nova design system to reduce UI component build. Conducted and participated in daily feedback sessions and design reviews to explore iterative improvements.

UX Designer at IBM Cloud / October 2016–June 2020 / Austin, TX
Visual Designer at IBM Cloud / March 2014–October 2016 / Austin, TX

Identified user pain points, applied enterprise design thinking to forge cohesive collaborations between teams on an aligned roadmap, and ultimately delivered improved experiences for users interacting within the support, billing, accounts, and documentation spaces of the IBM Cloud public platform. Contributed, updated, and maintained a design system of commonly branded assets that were utilized to resurface portfolio products.

KNOWLEDGE

Education: B.F.A. in Graphic Design / December 2013 / Mississippi State University
Tools: Figma, Sketch, Adobe Photoshop + Illustrator + After Effects, Miro, Mural.ly, Invision, GitHub, Trello
Skills: design thinking, wireframing, sketching, mentoring, coaching, user experience, user interface, interaction design, stakeholder management, visual design, HTML, CSS, information architecture, workshop facilitation, software development, agile methodology, responsive design, rapid prototyping, user research, design validation, heuristic evaluation, usability testing, visual chameleon, streaming, live convention production, animation, VR