

ANGIE CONDÉ

Senior User Experience Designer | Senior Product Designer

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PROFESSIONAL SUMMARY

Senior UX/Product Designer with 12+ years of experience designing intuitive, data-informed digital experiences across healthcare, SaaS, consumer, government, telecommunications, and education. Experienced in leading complex, multi-phase initiatives from research and discovery through information architecture, interaction design, prototyping, usability testing, and delivery across web, desktop, and mobile platforms. Strategic, hands-on designer who partners closely with product managers, engineers, researchers, and business stakeholders to frame ambiguous problems, connect user and business needs, and develop practical short- and long-term solutions. Strong background in complex workflows, analytics platforms, design systems, accessibility, cross-functional facilitation, and mentoring designers. Experienced in using AI to refine research, explore ideas, challenge assumptions, and improve design workflows.

CORE SKILLS

UX & Product Design: User-centered design, UX strategy, product discovery, information architecture, interaction design, user flows, wireframing, prototyping, design specifications, visual design, responsive design

Research & Data: User research, user interviews, survey design, usability testing, qualitative research, quantitative research, customer feedback analysis, A/B testing, journey mapping, data-informed decision-making

Leadership & Collaboration: Product leadership, cross-functional collaboration, stakeholder management, design critique, workshop facilitation, executive presentations, mentoring, Agile methodologies, storytelling

Design Systems & Quality: Design systems, reusable components, interaction patterns, accessibility, design consistency, scalable UX solutions, visual UI quality

Complex Products: Analytics platforms, complex workflows, enterprise software, healthcare technology, administrative platforms, multi-platform experiences

AI & Emerging Technology: AI-assisted ideation, research refinement, design exploration, workflow optimization

Tools: Figma, Adobe Creative Cloud, Microsoft 365, HTML, CSS, JavaScript, Drupal, WordPress

PROFESSIONAL EXPERIENCE

Troomi Wireless — Senior Product/UI/UX Designer

Feb 2025–Present

- Lead UX and product design initiatives from discovery through delivery across mobile applications, administrative platforms, and web-based experiences.
- Partner closely with product managers and engineers to frame problems, define requirements, evaluate technical constraints, and develop user-centered solutions.
- Translate customer needs, business objectives, and technical requirements into intuitive experiences and practical design solutions.
- Conduct customer research and satisfaction surveys to identify pain points, understand customer needs, and inform product strategy and design decisions.
- Use AI as a design and research partner to refine survey questions, identify redundant questions, preserve the most valuable research topics, and create a concise customer survey.
- Use AI-assisted ideation to explore alternative design approaches, challenge assumptions, and generate concepts that can be evaluated and developed through the design process.
- Create user flows, wireframes, high-fidelity designs, interactive prototypes, and supporting design documentation in Figma to communicate product direction and guide implementation.
- Maintain and evolve design systems and style guides to improve consistency, accessibility, scalability, and quality across product surfaces.
- Lead design across interconnected product experiences while balancing user needs, business priorities, technical constraints, and delivery timelines.
- Mentor designers and promote best practices in user research, interaction design, accessibility, and design systems.
- Communicate design rationale, research insights, and recommendations to cross-functional stakeholders to build alignment and move initiatives forward.

State of Iowa — UI/UX Prototyper, Contract

Feb 2024–Jun 2024

- Translated complex workflows and requirements into intuitive, user-centered digital experiences.
- Created high-fidelity prototypes and interaction models to explore solutions, communicate product direction, and support cross-functional decision-making.
- Partnered with cross-functional teams to align design decisions with user needs, business requirements, and technical considerations.
- Used prototyping to make complex concepts tangible and identify opportunities for refinement before development.

ICON plc — UX Engineer

Apr 2021–Jul 2023

- Led UX strategy and product design initiatives across multiple healthcare products, partnering with multidisciplinary teams to deliver intuitive, data-informed experiences.

- Designed and prototyped end-to-end experiences for a patient-data analytics platform used by clinical researchers, translating complex data, workflows, and requirements into approachable user experiences.
- Partnered with product owners, engineers, business analysts, and global stakeholders to define requirements, explore concepts, and drive solutions from discovery through implementation.
- Conducted stakeholder interviews, collaborative workshops, research sessions, and usability testing to understand user needs and validate design decisions.
- Used qualitative and quantitative insights to identify opportunities, evaluate solutions, and inform product direction.
- Created and maintained reusable components, design patterns, and UX solutions that improved consistency and efficiency across products and platforms.
- Presented design concepts, research insights, and recommendations to stakeholders, clearly communicating the reasoning behind UX decisions and incorporating feedback into iterative improvements.
- Balanced user needs, business objectives, technical constraints, and delivery realities while maintaining a high standard for usability and product quality.

BYU-Idaho — Adjunct Instructor

2018–2023

- Taught the UX design lifecycle, including user research, journey mapping, information architecture, wireframing, prototyping, and iterative design.
- Mentored students as they designed user-centered digital products and applied UX principles to real-world challenges.
- Guided students through research, ideation, interaction design, prototyping, critique, and refinement.
- Explained UX concepts and design decisions to learners with varying levels of design experience, strengthening communication and facilitation skills.

Investment Company Institute — Senior Web Designer

2016–2021

- Led a full enterprise website redesign, improving usability, information architecture, content structure, and the overall digital experience.
- Translated complex business requirements into intuitive UX flows and scalable design solutions.
- Collaborated with developers, content strategists, vendors, and business stakeholders to align user needs, business goals, technical requirements, and content.
- Built and maintained web experiences using HTML, CSS, and CMS platforms.
- Facilitated collaboration across disciplines to create a cohesive and consistent digital experience.

Cvent — UI Designer

2013–2014

- Collaborated with engineers to evaluate technical feasibility and balance user experience goals with development constraints.

- Designed and implemented product features within an Agile environment using HTML, CSS, JavaScript, and jQuery.
- Partnered with development teams to translate design concepts into functional product experiences.

EDUCATION

MS, User-Centered Design — Brandeis University

BA, Business Management (Marketing) — Southern Virginia University

Certificate, Graphic & Web Design — Center for Digital Imaging Arts at Boston University, Washington, DC