

# Angie Condé

## SENIOR PRODUCT DESIGNER

Complex Workflows · UX Strategy · Research · Information Architecture · Design Systems

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## SUMMARY

Senior Product Designer with 12+ years of experience turning complex information, workflows, and business requirements into intuitive digital products. Experienced across consumer, SaaS, healthcare, government, and data-heavy platforms, with particular strengths in information architecture, user research, interaction design, and scalable design systems. Partners closely with Product and Engineering from discovery through implementation, using research, prototyping, technical understanding, and AI-assisted workflows to make complicated products easier to understand and use.

## CORE SKILLS

**Product & UX:** Product Discovery, UX Strategy, Requirements Definition, User Research, Surveys, Information Architecture, User Flows, Interaction Design, Wireframing, Prototyping, High-Fidelity UI, Usability Testing, Data Visualization

**Systems & Delivery:** Figma, Design Systems, Component Libraries, Reusable Patterns, Storybook Collaboration, Responsive Design, Accessibility/WCAG, Design QA, Agile/Scrum

**Collaboration & Technical:** Product & Engineering Partnership, Stakeholder Alignment, Technical Feasibility, HTML, CSS, JavaScript, Git, Drupal, WordPress, Adobe Creative Cloud

**AI:** AI-Assisted Research, Survey Development, Ideation, Design Exploration, Rapid Prototyping; ongoing AI-focused training and emerging-tool exploration

## PROFESSIONAL EXPERIENCE

### Troomi Wireless — Senior Product/UI/UX Designer | Feb 2025–Sep 2026

- Led end-to-end UX/UI design across Android mobile, responsive web, and administrative products, translating customer needs, business goals, and technical constraints into intuitive, production-ready experiences.
- Led customer research generating 1,500+ responses; synthesized feature feedback, evaluated opportunities against technical and organizational feasibility, and prioritized the top three product opportunities, directly informing the product roadmap.
- Owned UX/UI adaptation of a third-party browser into Troomi Smart Browser, defining information architecture, screen layouts, control placement, interaction patterns, and visual design; the launched product was adopted by hundreds of users.
- Restructured Parent Portal navigation and information architecture around user needs, using customer-service feedback and UX principles to challenge established interaction patterns and implement changes that resolved recurring customer complaints.
- Built and owned Troomi's first reusable Figma UX design system, aligning component structure and naming with Engineering's Storybook library to simplify design-to-development workflows and enable faster, more consistent implementation.
- Integrated AI into research, ideation, and prototyping workflows while developing skills through AI-focused training; used emerging tools to refine surveys, challenge assumptions, explore alternatives, and accelerate rapid prototypes.

### State of Iowa — UI/UX Prototyper (Contract) | Feb 2024–Jun 2024

- Redesigned workflows within an existing case-management system used by social workers, translating complex requirements and case information into clearer experiences for reviewing and updating records.
- Created checklist-based workflows and reorganized forms and information architecture to help social workers identify required tasks, locate case information, and update records efficiently.
- Designed experiences for managing multiple children within the same family, keeping related case information connected while providing clear access to each child's individual records.
- Redesigned medical-information and other data-entry screens, organizing dense form content for easier review and maintenance while applying responsive and accessibility principles.

### **ICON plc — UX Engineer | Apr 2021–Jul 2023**

- Designed complex healthcare SaaS experiences, translating extensive business and technical requirements into intuitive workflows, information architecture, and data visualizations for users with differing analytical needs.
- Designed UX for Patient Intelligence, a configurable healthcare analytics platform that enabled users to tailor analyses by selecting cohorts, comorbidities, lines of therapy, and other data dimensions based on their roles and research needs.
- Partnered closely with the Product Owner and Director of Engineering, working from detailed business requirements to define product flows, resolve UX decisions, and translate complex healthcare data into usable product experiences.
- Created user flows, wireframes, interactive prototypes, high-fidelity Figma designs, reusable components, and interaction patterns for complex, data-heavy experiences.

### **BYU-Idaho — Adjunct Instructor | 2018–2023**

- Taught and mentored students in UX/UI, visual design, prototyping, design critique, usability, accessibility, and industry design tools.
- Investment Company Institute — Senior UX/Web Designer | 2016–2021
- Helped lead a large-scale website redesign and Drupal migration, rethinking navigation, information architecture, page structure, content discovery, quick links, tagging, and visual design for a complex, information-dense industry website.
- Restructured site architecture around a goal of making content reachable within three clicks of the homepage, surfacing high-value pages directly and helping users reach key information faster.
- Conducted usability testing with internal users to evaluate structural and visual changes, using findings and feedback to validate decisions and iterate on the experience.
- Partnered with developers, content teams, and business stakeholders throughout the redesign and migration; the resulting experience received positive user feedback and improved SEO visibility.

### **Cvent — UI Designer | 2013–2014**

- Designed and maintained features for Cvent's Supplier RFP experience, creating new UI functionality, updating existing experiences, and resolving front-end bugs and usability issues.
- Created a new icon library and reusable Photoshop templates that gave the design team standardized assets for faster design exploration and ideation.
- Worked in HTML, CSS, JavaScript, and jQuery to implement and troubleshoot interface changes; learned Git and gained foundational Agile/Scrum product-development experience.

## **EDUCATION**

Master of Science (M.S.) in User-Centered Design — Brandeis University

Bachelor of Arts (B.A.) in Business Management (Marketing) — Southern Virginia University

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