

Angie Condé

SENIOR PRODUCT DESIGNER | UX STRATEGY | COMPLEX PRODUCTS

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PROFESSIONAL SUMMARY

Senior Product Designer with 12+ years of experience turning complex products, data, and workflows into intuitive, human-centered digital experiences across healthcare, SaaS, consumer, government, telecommunications, and education. Leads work from discovery and research through interaction design, prototyping, design systems, and delivery, partnering closely with Product and Engineering to balance customer needs, business goals, accessibility, and technical constraints.

CORE SKILLS

Product & UX: Product strategy, product discovery, interaction design, information architecture, user flows, journey mapping, wireframing, responsive design

Research & Validation: User research, interviews, survey design, usability testing, qualitative and quantitative analysis, customer feedback synthesis, A/B testing

Systems & Delivery: Design systems, reusable components, accessibility/WCAG, prototyping, design QA, engineering handoff, Agile

Leadership & Collaboration: Cross-functional leadership, stakeholder management, design critique, workshop facilitation, executive presentations, mentoring

Tools: Figma, Adobe Creative Cloud, HTML, CSS, JavaScript, Drupal, WordPress, Microsoft 365, AI-assisted design workflows

PROFESSIONAL EXPERIENCE

Troomi Wireless

Senior Product/UI/UX Designer | Feb 2025–Present

- Lead end-to-end product design across mobile, web, and administrative experiences, from discovery and problem framing through prototyping, delivery, and iteration.
- Partner closely with Product and Engineering to define requirements, evaluate technical constraints, refine interactions, and create scalable solutions for parents, children, and internal users.
- Conduct customer research, surveys, usability testing, and feedback analysis to uncover pain points and inform product strategy and design decisions.
- Create user flows, wireframes, interactive prototypes, high-fidelity interfaces, and supporting documentation in Figma to align stakeholders and guide implementation.
- Created Troomi's first reusable UX design system in Figma, aligning component naming and patterns with the existing Storybook library to create a shared language between design and development.
- Designed and analyzed a large-scale customer survey that generated 1,500+ responses, synthesizing qualitative and quantitative feedback into actionable themes and product opportunities.
- Mentor designers and advocate for accessibility, usability, research, and design-system best practices.

State of Iowa

UI/UX Prototyper, Contract | Feb 2024–Jun 2024

- Translated complex government workflows and requirements into clear information architecture, interaction models, and high-fidelity prototypes.
- Partnered with cross-functional stakeholders to balance user needs, business requirements, accessibility, and technical considerations before development.

ICON, plc

UX Engineer | Apr 2021–Jul 2023

- Led UX strategy and product design across complex healthcare products, partnering with product owners, engineers, business analysts, and global stakeholders.

- Designed and prototyped end-to-end experiences for a patient-data analytics platform, transforming complex datasets and workflows into customizable, approachable user journeys.
- Conducted stakeholder interviews, workshops, research sessions, and usability testing to define needs, validate concepts, and inform product direction.
- Created reusable components and interaction patterns to improve consistency and scalability across products and platforms.
- Presented design concepts, research insights, and recommendations to stakeholders and iterated based on feedback.

Investment Company Institute

Senior Web Designer | 2016–2021

- Led a full enterprise website redesign, improving usability, information architecture, content structure, and visual consistency.
- Translated complex business requirements into intuitive UX flows and scalable design solutions while collaborating with development, content, vendors, and business stakeholders.
- Built and maintained responsive web experiences using HTML, CSS, and CMS platforms.

The C3 Group / Defense Acquisition University

Graphic & Web Designer | Jul 2014–Jul 2016

- Developed mobile app editions of Defense Acquisition University publications and created the digital presence for an academic research journal and bimonthly magazine.
- Conducted user testing to gather feedback on a new site and used findings to inform refinements.
- Produced introductory magazine videos and designed the print edition of the Defense Acquisition Research Journal.
- Contributed front-end development and responsive web design across publication experiences.

Cvent

UI Designer | 2013–2014

- Designed and implemented product features in an Agile environment using HTML, CSS, JavaScript, and jQuery.
- Collaborated directly with engineers to balance user experience goals, visual design, and technical feasibility.

TEACHING & MENTORSHIP

BYU–Idaho

Adjunct Instructor | 2018–2023

- Taught the UX design lifecycle, including research, journey mapping, information architecture, wireframing, interaction design, prototyping, critique, and iteration.
- Mentored students as they applied UX principles to real-world product design challenges.

Boston University Center for Digital Imaging Arts (CDIA)

Adjunct Instructor | Jan 2013–Dec 2015

- Taught Photoshop, HTML, CSS, UX design, responsive design, and design/coding best practices.
- Provided critique and portfolio feedback while reinforcing practical design and front-end development skills.

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