SARAH W. SWARTZ

SarahWSwartz.com | SarahWSwartz@gmail.com | www.LinkedIn.com/in/SarahSwartz

A CURIOUS, PRAGMATIC, **UX DESIGN LEADER** WHO FOCUSES ON **DELIVERING RESULTS** BY **SOLVING** THE RIGHT **PROBLEMS** AND SOLVING THEM RIGHT.

20 years
DESIGN
EXPERIENCE

10 years
LEADERSHIP
& MANAGEMENT

6 years
PRODUCT
DEVELOPMENT

CAREER HISTORY

Philips, Sleep & Respiratory Care, Pittsburgh, PA
Sr. Staff UX Designer, SEP 2016 - Present
Previous titles: UX Software Technical Leader, UX Designer
A medical supply company owned by Philips that specializes in products that improve respiratory functions. Responsibilities include:

- Lead UX research and design for patient mobile apps and cloud-based B2B/B2HCP enterprise software applications
- Own the holistic design process through both the problem and solution space producing/overseeing the creation of various UX artifacts
- Collaborate with product management, architecture, and engineering to ensure solutions are valuable, usable, feasible, and business viable
- Manage and coach a lean UX design scrum team that supports the product design and development lifecycle
- Certified and trained in Scaled Agile Framework (SAFe)
- Established atomic design system later replaced by the newer Philips design language system
- Held product owner and scrum master roles

BarkleyREI, Pittsburgh, PA
UX Lead & Design Director, JUL 2008 - SEP 2016
Previous titles: Creative Director, Interactive Art Director & Senior Designer
Interactive and web design agency specializing in high education, tourism, non-profit content-heavy websites and mobile apps.

- Lead the Experience Design department overseeing and executing UX research and design for all things digital (web, mobile, online marketing, social media campaigns, and application design)
- Developed strong client relationships, inspired others to excel, and deeply collaborated with a cross-functional teams
- Established a human-centered design process
- Pioneered early adoption of responsive web design

Engaged, Pittsburgh, PA
Art Director, NOV 2005 - MAR 2008
Advertising agency specializing in full advertising campaigns (Print, web, TV, packaging, and experience design) for consumer products.

- Lead a team of Junior Art Directors and Production Artists on the Sears Optical Account

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EXPERTISE

Accessibility design
Design language systems
Facilitation
High-fidelity design
Human-centered design
Information Architecture
Product development
Prototyping
Scaled Agile Framework
Usability design
User research
Written & verbal
communication

TOOLS

Adobe Creative Suite
Axure
Balsamiq
Confluence
Figma
Framer
GatherContent
InVision
Jira
Microsoft Office
Miro
Morae
New Relic
Rally
Sketch
Zeplin

- Art directed all of the print and experience design for the Airborne Lounge at the 2007 Sundance Film Festival
- Managed the creative internship program

FSC Marketing Communications, Pittsburgh, PA
Art Director, JUN 2002 - NOV 2005
Previous title: Graphic Designer
Advertising agency specializing in print, web, packaging, direct, and in-store design for consumer and B2B products.

- Client service team leader on six accounts
- Supervised junior staff and managed the creative internship program
- Project manager for a large international program for a global client

EDUCATION

SAFe for Teams Course (4.5)
Scaled Agile, Inc., June, 2018

Stanford University
Coursera - Online Course, Human-Computer Interaction, May, 2013

La Roche College
Pittsburgh, PA, B.S. Graphic Design, May, 2002, GPA 3.9