Leah Michalson

I am a product designer with front-end aptitude and a curious mind. My optimism, zest for learning, and resilient attitude make me a strong candidate who will bring an innovative perspective to your team.

Contact

leahmichalson.com
971 940 2869
leahmichalson@gmail.com
linkedin.com/in/leahmichalson

Skills

Design tools
Figma, Sketch, Lucid chart, Mural, Adobe XD, Photoshop, Illustrator, InDesign, InVision

UX/UI Methods
Wireframes, Hi-fi and Lo-fi Prototyping, Personas, User Stories, Journey Mapping, Visual Design, Competitive Research, User Testing

Programming
HTML5, CSS, Javascript, Git, Github, Web development

Education

UX/UI Design Bootcamp
Thinkful | 2020

Full Stack Web Development Bootcamp
Thinkful | 2018

B.S. Natural Resources Management
Grand Valley State University | 2011

Work Experience

Freelance Product Designer
Freelance | April 2020 - Present
- Designed and developed a musician's website for an upcoming album release, ensuring a user-friendly experience and engaging design.
- Created a high-impact landing page and email campaign in Mailchimp, achieving an impressive 85% open rate and 42% click-through rate.
- Revitalized web layout and content for Borns LLC and a local architect, enhancing visual appeal and user engagement.
- Edited and optimized photography for an email campaign using Photoshop, improving overall campaign aesthetics.

Product Designer
Hinge Health | May 2021 - July 2024
- Facilitated cross-functional workshops to define information architecture and optimize workflows for a data-rich electronic health record tailored to diverse roles.
- Led usability tests and collaborated with designers to develop workflow templates that ensure top-of-license care and meet service level agreements.
- Conducted an in-depth design audit of the existing workflow system, identifying key components to create a cohesive and streamlined design
- Developed low-fidelity and high-fidelity prototypes to define the minimum lovable product (MLP) of the workflow panel, guiding future iterations.
- Engaged stakeholders to align on timelines and championed essential features based on user needs and business goals.
- Partnered with design and engineering teams to continuously refine the design system, ensuring components remained current with industry standards
- Implemented gamification principles to enhance achievements and badges in the mobile app

Software Engineer
moovel Group | Portland, OR | October 2018 - January 2020
- Collaborated with designers, software engineers, and dev-ops in an agile environment to achieve strategic business goals.
- Guided engineers and designers in implementing new features, ensuring alignment with project objectives.
- Led kick-off for app localizations in Spanish and Simplified Chinese.
- Led enhancements for two agency applications, ensuring they were production-ready and met all quality standards.