

ANGELA CLEMONS

Senior Product Designer (UX/UI) | Design Program Lead | PMP Candidate

angelaclemonsux.com | angela.b.clemons@gmail.com | 256-874-0816 | linkedin.com/in/angela-clemons

Remote | Open to International

PROFESSIONAL SUMMARY

Senior Product Designer with 10+ years owning products end to end, from business problem through shipped outcome, across gaming, healthcare, enterprise, and defense. Craft spans AAA titles at Rockstar Games (Red Dead Redemption 2) and Epic Games (Fortnite) to enterprise platforms at Amazon (L5) and Mayo Clinic, with outcomes leadership can point to directly: platform adoption, engagement, and retention metrics moved by design decisions I owned. Currently leading first-time user experience design for Trivia for You under the Microsoft Solitaire portfolio at Xbox Game Studios. Comfortable operating as the connective tissue between design, engineering, and product strategy, with hands-on front-end development (React, C#, C++) and PM discipline formalized through an active PMP candidacy and a Bachelor of Business in Project Management.

EXPERIENCE

Senior Product Designer (UX/UI) | Microsoft / Xbox Game Studios (Microsoft Casual Game Studios) May 2026 - Present

Remote | Contract via TEKsystems

- Leading first-time user experience (FTUE) design for Trivia for You, a title under the Microsoft Solitaire portfolio, shaping onboarding flows and early-session pacing to drive player retention from first launch.
- Partnering with Microsoft Casual Game Studios product and engineering teams to align FTUE and design systems patterns across PC, web, and mobile.

Senior Product Designer (UX/UI) | Ignite Studio, LLC

Dec 2025 - May 2026

Remote | Contract

- Delivered end-to-end product design across multiple client engagements, including full redesigns for Replay Brewing and BestMind, applying user research and conversion-focused design to increase clarity and engagement.

Product Designer (UX) | LP Building Solutions

Jun 2025 - Oct 2025

Remote | Contract

- Led UX strategy for ServiceNow ITSM portal redesign, mapped employee journeys, redesigned intake forms, and optimized knowledge search to reduce ticket friction and IT back-and-forth.
- Delivered information architecture improvements and interaction design across high-volume enterprise workflows serving thousands of internal users.

Senior Digital Designer | Mayo Clinic

Jan 2025 - May 2025

Remote | Contract

- Led UX design for Mayo Clinic's patient dashboard serving millions of users, designed task-based views for appointments, test results, and care management using data-heavy design patterns.
- Built scalable design system components (cards, charts, progress indicators), enabling faster cross-team feature delivery across the public platform.

Senior Product Designer (UX/UI) | Higher Echelon

Jul 2023 - Nov 2024

Huntsville, AL

- Led product design for web and immersive VR experiences, including a pediatric Virtual Clinic, increased user engagement 30% through validated design principles, iterative usability testing, and cross-functional collaboration.
- Established UX research frameworks and design standards adopted across the team, improving design-to-development handoff efficiency.

Product Designer (UX/UI) | Los Alamos National Laboratory

Mar 2023 - Jul 2023

Remote | Contract

- Established UX research and design standards via reusable templates and SOPs; redesigned onboarding into an interactive LMS, reduced training time 30% and project timelines 25% through user research, information architecture, and workshop facilitation.

Product Designer, L5 | Amazon

Nov 2021 - Mar 2023

Remote

- Owned product design and front-end development for Amazon Internal Creative Services and Amazon One Medical end to end, improving platform adoption 40%, reducing user complaints 15%, and saving 100+ hours/month through process optimization and wiki restructuring.
- Partnered with PMs and engineers across global programs, translating complex clinical and operational workflows into intuitive, accessible interfaces and business-aligned design decisions.

Product Designer (UX/UI) | Mass Virtual

Jun 2021 - Nov 2021

Remote | Contract

- Designed gamified LMS and VR training dashboards for student and instructor audiences, drove 49% engagement growth through user research, data visualization design, and iterative usability testing.

Product Manager, UX | 3-GIS

Nov 2020 - Jun 2021

Decatur, AL

- Led cross-functional product team through web application redesign, conducted user interviews, delivered UX research findings, managed stakeholder expectations, and shipped mockups on time and within budget, improving engagement 15% and user satisfaction 20%.

Product Designer (UX) | Rockstar Games

Oct 2017 - Mar 2018

New York, NY | Contract | Project: Red Dead Redemption 2

- Designed player-facing UX features for one of the highest-grossing game launches in history, led iterative design and post-launch UX enhancements using player feedback loops, boosting user satisfaction 30% and retention through research-driven improvements.

QA & UX Tester | Epic Games

May 2017 - Sep 2017

Cary, NC | Contract | Project: Fortnite

- Conducted UX testing and bug identification for Fortnite pre-launch and launch, delivered player experience insights that improved gameplay stability and user satisfaction 10%.

Software Engineer | Technology Service Corp

Aug 2018 - May 2020

Huntsville, AL

- Led mobile application development and UX for cross-platform field operations tool, implemented CI/CD pipelines, agile Scrum methodology, and mentored junior engineers while delivering real-time data visualization solutions under defense-grade requirements.

Creative Director | Spark Industries Robotics

Aug 2011 - May 2017

Harvest, AL

- Directed a 25-person design and engineering team developing automation and robotics UX solutions, established a Boeing partnership, led strategic product design, and increased operator efficiency 35% through user-centered interface design across agriculture and automotive sectors.

NOTABLE PROJECTS

Project Manager & Product Design Lead | Mythic Merchants - Lazy Lion Games

Nov 2024 - Mar 2025

PC Game, Live on Steam

- End-to-end product ownership on a commercially shipped PC game, led cross-functional team through pre-production to Steam launch, applying agile PM, product design, and stakeholder management across the full product lifecycle.

SKILLS & TOOLS

Product & UX Design: End-to-end product ownership, user research, wireframing, prototyping, usability testing, information architecture, design systems, interaction design, accessibility (WCAG), design thinking, cross-functional strategy

Design Tools: Figma (7+ yrs), Adobe Creative Suite (10+ yrs), Sketch, Power BI

Development: C++, C#, JavaScript, Python, React, Node.js, Next.js, HTML/CSS, ServiceNow, SQL

Game Development: Unity, Unreal Engine, game UX/UI, player experience design, VR/XR

PM & Agile: Jira, Asana, monday.com, Agile (Scrum/Kanban), CI/CD, PMBOK 7, program management, sprint planning, stakeholder management

Platforms: Web, iOS, Android, VR/XR, embedded systems

Languages: English (native), EU Portuguese (intermediate), Japanese (beginner)

EDUCATION & CERTIFICATIONS

Bachelor of Business Administration - Concentration: Project Management

Capella University | In Progress

PMP Certification (PMBOK 7) - In Progress | Scrum Master Certification (CSM) - In Progress