

LANDON OLIVER

Product Designer

Contact Information

Greenville, SC

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landonoliver.com

Skills

- User Interface
- User Experience
- Sketch
- Figma
- Graphic Design
- Brand Identity
- HTML
- SassyCSS / CSS
- Agile
- LeanUX
- Problem Solving
- Communication
- Critical Thinking



Employment History

Senior UI/UX Interaction Designer | Jun 2021 – Aug 2023

General Electric | Van Buren, Michigan

- Designed features that enabled cross-functional teams to gather and report accurate data as source of truth.
- Traveled to facilities to understand how teams were using the application on the shop floor.
- Constructed and documented user personas across big team and one-to-one interviews.
- Designed low-to-high fidelity wireframes, prototypes, and flows in partnership with PMs, engineers, and customers.

Product Designer | May 2019 – May 2021

Hearst | Ann Arbor, Michigan | New York

- Worked directly with Creative Directors to design Autoweeks digital platform through HTML & SCSS.
- Wrote and conducted user testing for design validation on new features.
- Designed visual aspects through Sketch and Figma to communicate ideas and interactions.
- The go-to for wireframing, interface, and user experience.

UI/UX Designer | December 2016 – May 2019

Promodel Corp. (BigBear.ai) | Ann Arbor, Michigan

- Partnered closely with engineers and PMs to lead design decisions for upcoming features.
- Participated in customer meetings to acquire feedback and provide intuitive solutions for complex problems.
- Created wireframes, prototypes, storyboards, process flows, and site maps to communicate interaction and design ideas.
- Presented key deliverables to peers and executive level stakeholders to promote design guidelines, practices, and standards.



Education

Bachelor's Degree Graphic Communications | 2011 – 2016

Northern Michigan University – Marquette, Michigan