Amy Szatkowski UX/UI Designer

CONTACT

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PORTFOLIO

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EDUCATION

Massachusetts College
of Art & Design

Boston, MA

BFA, Graphic Design 2016

TOOLS & SKILLS

Figma (primary)

Accessible Design

Adobe Creative Suite

Design Systems

Design Thinking/Google Sprint

Information Architecture

Interface Design

iOS App Design

Journey Mapping & Personas

Material/Android App Design

Site Mapping

Sketch

Typography

User Centered Design

User Experience Design

Visual Design

EXPERIENCE

Google
Interaction Designer
June 2020 – March 2024

Interaction Designer creating cross-platform designs for Google News aggregator and B2B Publisher products

- Designed and supported launch of entirely new Google News desktop site, from initial design sprint to full launch, resulting in overall increase of daily and monthly active users

- Effectively partnered with UX Researchers, UX Writers, PMs, PgMs, and Engineers to ensure designs were accurately addressing users needs and expectations

- Identified enhancement opportunities following launch, refined designs, and launched tests focused on specific goals and metrics

- Designed and supported launch of redesign for Google's Publisher Center, for publishers to better manage and post content for Google News platforms

- Created designs for Google's Reader Revenue Manager, empowering publishers to engage with their readers

Abstract
Product Designer
June 2019 – March 2020

Product Designer creating desktop and web app for design collaboration and version control for Sketch and XD files

- Supported launch of XD file support including creating a design system in Adobe XD for Abstract plugin

- Led revised onboarding for new users in partnership with brand designers and content strategists

- Performed, analyzed, and presented findings from user research including interviews and surveys, and applied learnings to new onboarding experience

Wayfair
Product Designer iOS + Android Apps
Sept 2017 – May 2019

Product Designer on Mobile App team creating user-centered, delightful end-to-end mobile shopping experience

- Designed complete redesign of Wayfair app including comprehensive design system and proof of concept presented to Directors and CEO

- Led trainings of new design system and foundational app design best practices to entire Product Design team of 50+ product designers

- Partnered with Engineering on componentizing design elements for Android and iOS.

- Led design on app-exclusive Augmented Reality experience

Optum
Product Experience Designer
July 2016 – Sept 2017

UX/UI Designer for internal consulting team creating user–centered designs and products for patients and providers

- Co-led Google sprint style sessions with groups of up to 50 people focused on project acceleration

- Created proof of concept designs across multiple platforms focused on both provider and patient experiences