

EMILY DOUGLAS

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Senior Product Designer with a mechanical engineering background specializing in complex systems, mission-critical workflows, and enterprise platforms. Focused on making complex systems understandable, usable, and operationally effective. Strong systems-thinking background with expertise in workflow architecture, interaction design, research, and cross-functional collaboration across engineering and product teams.

EXPERIENCE

DigitalOcean (Cloud Infrastructure, B2B/B2C)

Senior Product Designer, Oct 2024 - April 2026

- Led end-to-end design of onboarding and activation systems for a complex cloud infrastructure platform, improving activation by +6.3% through streamlined workflows and scalable UX patterns
- Designed workflows and lifecycle systems requiring clarity across multi-step, high-impact user journeys
- Authored platform-level interaction guidance for AI-powered workflows, defining scalable patterns and system behaviors across products
- Conducted user research and usability testing initiatives to validate workflows, identify friction, and improve decision-making experiences across multiple stakeholder groups
- Partnered closely with engineering and product leadership through discovery, implementation, and iteration

LogRhythm (Enterprise cybersecurity SaaS, B2B)

UX Designer III, April 2024 - September 2024

UX Designer II, April 2022 - April 2024

UX Designer I, September 2020 - April 2022

- Led 10+ end-to-end design initiatives for enterprise cybersecurity software, including investigation tooling, rule-building systems, and operational workflows used in high-pressure environments
- Designed complex configuration workflows that enabled users to manage conditional logic, system states, and large-scale operational data with precision
- Defined scalable interaction models, information architecture, and UX patterns for data-dense and mission-critical experiences
- Conducted 15+ research sessions with users to uncover pain points and validate usability improvements
- Collaborated directly with engineering teams to rapidly prototype, iterate, and deliver technically informed design solutions under tight timelines

Stich Spaces (After hours startup)

Co-Founder, Head of Design & Development, March 2023 - Dec 2024

- Designed & built an end-to-end operational platform coordinating workflows across customers and businesses
- Developed 100+ backend workflows for scheduling, account management, payments, and operational automation
- Defined system architecture, multi-user workflows, and platform behaviors across interconnected experiences
- Rapidly prototyped and iterated on product workflows in a fast-moving, ambiguous startup environment

EDUCATION

University of Michigan - M.S. User Experience & Product Design (Design Science)

University of Wisconsin - B.S. Mechanical Engineering

SKILLS

Product & Systems Design: Systems Thinking • Operational Workflow Design • Mobile & Web UX • Interaction Design • Information Architecture • Data-Dense Interfaces • Design Systems • Prototyping • High-Stakes UX

Research & Strategy: User Research • Usability Testing • Journey Mapping • Workshop Facilitation • Cross-Functional Alignment • Root Cause Analysis • Data-Informed Decision Making

Technical & Tools: Figma • Dovetail • Great Question • Userlytics • Sprig • Cursor • VS Code • AI tooling