

# STACI JAIME

## PRODUCT DESIGNER

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## EDUCATION

### M.S. Human Centered Design & Engineering

University of Washington - March 2017

### B.S. Business Management

Brigham Young University - Dec 2011

Visual Art and Japanese minors

## SKILLS

### Design

Sketch

Figma

Adobe CC

Interaction design

Visual design

Sketching

Wireframing

User journeys

### Prototyping

Invision

Framer

Principle

Axure

Origami

HTML/CSS

Android Studio

Unity

## AWARDS & TALKS

**Best in Research** - HCDE Capstone Competition

**2nd place** - Walmart Intern Hackathon

**Convey UX 2017 Project Presentation**

**"Immergent Tech: VR"** - UW Seattle

**"VR vs AR"** - UW Bothell

## LEADERSHIP & SERVICE

Led 12 events as Chief of Operations for HCDE Grad Student Association

Planned & taught 3 user-centered design workshops to high school students

Inclusion & Diversity Lead for new Accenture analysts

I'm interested in empowering people to learn and grow through innovative technology. My core passion is creating great workflows—with skills in interaction design, business, prototyping, and more. I believe in good communication and tenacious curiosity.

## EXPERIENCE

### UX Designer - Shiseido - The Innovation HUB

December 2018 - Present | Palo Alto, CA

Designing, from end-to-end, a personalized beauty experience that includes customized products, AI, AR, and dynamic content. Increased speed and clarity of a key workflow by 100%.

Advocating for users and product strategy across the company and growing the UX team from 1 to 5 members. Creating UX process and strategies including building stakeholder partnerships, researched-based design, and Design Thinking.

### UX Design Lead - Accenture - Google Business Group & Other Clients

May 2017 - December 2018 | San Jose, CA

Designed user workflows, interactions, and prototypes for multiple Fortune 500 clients. Led the redesign of a mobile application to empower sales teams and used in 88,000 stores internationally. Prototyped a portable solution for supporting retail displays using ML and live camera overlays. Supported Google voice and AR prototypes.

### Teaching Assistant: Sociotechnical Foundations of HCDE - UW

January 2017 - March 2017 | Seattle, WA

Planned and led weekly class discussions for 25 students on the implications of technology and society on products and services.

### User Experience Architect Intern - WalmartLabs

June 2016 - August 2016 | San Bruno, CA

Created interaction flows and visual designs to simplify online check out. Worked with researchers, engineers, and designers to create data-driven experiences. Prototyped a new feature piloted in five Walmarts to improve in store pick up of online orders.

### Digital Content Designer - Target

July 2013 - April 2015 | San Francisco, CA

Defined content strategy based on user research and worked closely with devs and product team. Persuaded CTO and stakeholders to implement CMS and inventory tool designs—decreasing error rate and use time by 4% for a quarter million dollar savings.

### Website Coordinator - Overstock

July 2012 - January 2013 | Salt Lake City, UT

Led a cross-functional team in the strategy and creation of the Gift Center application which brought in an additional \$3.5 million revenue over the holiday season.