LAUREN WILSON

PROFESSIONAL SUMMARY

Experienced with user research, wireframing, and prototyping. Utilizes these skills to craft intuitive and engaging user experiences. Track record of effectively collaborating with cross-functional teams and delivering impactful design solutions.

SKILLS

- Adobe Creative Suite
- Working HTML, CSS, Wordpress
- Designing for AI
- Wireframing and prototype design
- Design thinking

- Microsoft Office
- UX - XD, Sketch, Origami, Figma
- Data-driven design
- User Interviews
- Journey mapping and UX architecture

WORK HISTORY

SENIOR UX DESIGNER 05/2022 to Current
USAA

- Part of the USAA Labs design group to strategically design new innovations to better serve USAA members.
- Facilitates user tests and interviews and works with cross functional teams and members to find innovative solutions to identified business problems.
- Utilizes UX design best practices to create intuitive user journeys.
- Part of an internal Idea Factory team to collaborate and create new inventions to add to company IP portfolio

LEAD PRODUCT DESIGNER 04/2019 to 05/2022
Wrethink, Inc

- Designed clear and accessible interfaces for a new family and memory centric product.
- Researched and implemented HCD practices for UI/UX design while continuing to think outside of the box.
- Continued working through the creation and defining of a design system.
- Worked with cross functioning teams in communicating and prioritizing bugs, facilitated user research by setting up user testing and defining roadmaps and deadlines for the product team.

DESIGNER 12/2017 to 03/2019
Pathway Genomics

- Oversaw all creatives and implementations as well as transitions of assets rebranding.
- Reorganized assets to be more accessible to all teams in the company as well as communicated with sales to keep up with all print design restructures.
- Spearheaded UX/UI for company mobile app and web portal by working closely with

developers and QA within an Agile environment to wireframe and design most intuitive experience for customers.
- Created presentation templates and oversaw final presentations to ensure design guideline compliance.

PRODUCTION DESIGNER 05/2016 to 11/2017
Intensity Corp.

- Headed artistic direction by building and maintaining brand guidelines.
- Oversaw presentations to make sure they adhered to guidelines.
- End to end product design of an in-house quant dashboard that would better allow the team to view historical business data and leverage AI to analyze and predict earnings.

EDUCATION

San Diego State University, San Diego, CA
Bachelor of Arts, Multimedia, 05/2007
- Study Abroad: Wollongong, Australia, Design
- Study Abroad: Osaka, Japan, Design

CERTIFICATIONS

- UI/UX Design for AI Products Certificate of Achievement, Stanford Online - July 01,2025

LANGUAGES

English
Native or Bilingual

Spanish
Elementary

Japanese
Elementary

INTERESTS

- 3D Printing
- Photography
- Volunteer Work
- Digital Art and Animation
- Teaching Self Defense
- Parkour
- Languages and Culture

PROJECTS

- Planning committee member for Sk8Jam, an annual event to better relations with community and SDPD
- During Covid-19 lockdown, built multiple working ventilators used by FEMA