

Amy Dixon — Product Designer

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I'm a design leader with over 7 years of experience in software who can distill complex problems into simple, user-focused solutions. I want to work in innovative spaces looking to push creative boundaries and make friends along the way. If we work together, I'll want to know what your goals are so I can create and execute the steps needed to achieve them. As a former animator turned Figma wizard, I've created elegant, scalable design systems, wireframes, and high-quality, visually focused prototypes. I work closely with engineers to ship products that enhance what design teams deliver and enjoy mentoring designers/working cross-functionally to create more collaborative teams.



KPMG | UX Lead, Contract (remote)

March 2022 - Present ([Website](#))

- Aided dev of 2 options for an internal productivity tool for KPMG's Advisory sector
- **Designed and Shipped a SharePoint online website for use within Microsoft Teams**
- Supervised User Acceptance Testing (UAT) for the SharePoint website launch
- **Designed a Microsoft Teams native app using Figma**
- Delivered high-resolution Figma prototypes leveraging Microsoft's Fluent UI
- **Managed two designers during early development to generate design variations**



Krikey | Senior User Experience Designer (remote)

August 2021 - February 2022 ([Website](#))

- **Krikey's MAU increased ~2,400% from January 2021 to January 2022**
- **Designed + shipped across multiple features/games in an AR metaverse app**
- Mentored a design team + elevated collaboration to improve ideation/execution
- **Sparked a practice of more animated Figma prototypes across the design team**
- Worked across the Design & Unity team to streamline the design to dev pipeline
- Built crisp, cohesive design systems to increase productivity + user engagement



Substrate | Co-founder & Chief Design Officer (remote)

January - May 2018; August 2019 - May 2021 ([Website](#)) ([App preview](#))

- **Designed an award-winning early prototype to receive ~\$2M grant funds**
- Built a startup from scratch with a small, interdisciplinary team of entrepreneurs
- Created scalable 2D/3D design systems using Figma, Cinema 4D, and Unity
- Interviewed Organic Chemistry students and faculty at Texas A&M University early in development to inform design and development strategy and create personas
- Designed and administered User Research studies in an iterative design cycle
- **Co-led gamification and developed an achievements-based rewards system**
- **Recruited partners in game design, strategy, UX design, and user research**
- Advocated for/implemented more efficient UX development pipelines to deliver learning exercises over 2 times faster than previous “content first” approach



NanoString | Biomedical Animator/Designer

May 2014 - June 2017 ([Website](#)) ([Animation example](#))

- **Created an entirely new role at NanoString leading video campaigns**
- Produced 2D + 3D animations end-to-end; Created visuals for marketing and web
- Designed + shipped lab instrumentation software for a unique touch display
- **Created a scalable design language that continues to inform NanoString's brand**
- **Co-wrote a Sprint launch keynote that received a company-wide standing ovation**



Virtual Reality Applications Center | Concept/UI Artist

Dec. 2009 - May 2011 ([Website](#)) (NSF awards: 1 - [UI work](#); 2 - [Concept work](#))

- **Designed a user interface for an educational cell biology video game**
- **Created award-winning concept art/UI design in an international playing field**
- Storyboarded animations and created 3D game assets
- Translated microscopic 3D environments into 2D artwork using Photoshop

Education



Johns Hopkins University | Master of Arts

August 2011 - May 2013 ([Website](#))

- ★ Awarded the Frank Netter Memorial Scholarship & Chester Reather Award (**1st semester**)
- ★ Awarded for Excellence in the Editorial category at the AMI Conference in 2012 (**1st year**)
- ★ Awarded for Merit in the Instructional Tone category at the AMI conf. in 2012 (**1st year**)
- ★ Awarded a Vesalian Scholarship for my thesis project (**2nd year**)



Iowa State University | Bachelor of Arts

August 2006 - May 2010 ([Website](#))