



A. Dixon, Digital Product Designer

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Product Designer with over a decade of experience making complexity feel simple in enterprise software, AR gaming, and ed tech. Works fluidly across disciplines, partnering closely with engineers, PMs, and researchers to **move from ambiguity to clarity**. Track record of measurable impact: A map feature at DLR drove a **333% year-over-year conversion increase**, and work at Krikey contributed to **~2,400% MAU growth** during that engagement. Drawn to projects that empower people to create, learn, and build, with strategic thinking and execution to make it happen.

Skills

AI tools ▾ Figma ▾ Design systems ▾ Prototyping ▾ User research ▾ Visual craft ▾
Interaction design ▾ Unity ▾ Cinema 4D ▾ GitHub ▾ Google analytics ▾ MIRO ▾

Work Experience



Digital Realty | Senior Manager, UX Design (remote)

November 2022 - Present [DLR Website](#)

Designed a map solution to a long-unsolved technical constraint — multiple data centers with identical coordinates — resulting in a [333% conversion increase](#) YoY, significant PDF download growth, and recognition as a “crown jewel” of the site

Owned end-to-end design for new site features — extending the design system, creating high-fidelity prototypes, and shipping polished webpages within brand guidelines

Designed a foundational set of templates from UI Blocks to help developers systematically build and scale the framework for the new website

Created a set of content guidelines using Figma to help direct a team of web producers in scaling and QAing the entire site quickly and efficiently

Built pixel-perfect Figma prototypes that streamlined developer handoff and reduced iteration cycles during build

Drove UX improvements with iterative QA reviews, catching/resolving issues before launch

Managed a design team (Rocketsource) and contact designers (Hotwire)



Krikey | Senior User Experience Designer (remote)

August 2021 - February 2022 [Website](#) – [Work Sample](#)

Led Sketch → Figma design system migration, enabling real-time collaboration across design and engineering

Mentored a design team + elevated collaboration to improve ideation/execution

Contributed to a cohesive cross-platform design system supporting ~2,400% MAU growth over the engagement

Designed and shipped a wide range of features across two AR game titles — including leaderboards, scoring screens, interactive tutorials, and UI systems



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

January - May 2018; August 2019 - May 2021 [Case Study](#) – [Work Sample](#)

Designed a [scalable chemical structure visualization system](#) in Unity that enabled most molecular configurations to be built systematically by the dev team

Interviewed Organic Chemistry students and faculty at Texas A&M University early in development to inform design/development strategy and create personas

Designed an award-winning early prototype to receive ~\$2M grant funds

Created scalable 2D/3D design systems using Figma, Cinema 4D, and Unity

Designed and administered User Research studies in an iterative design cycle

Implemented more efficient UX development pipelines to deliver exercises 2x faster

Education



Johns Hopkins University School of Medicine

Master of Arts



Iowa State University

Bachelor of Arts