Duncan Mowatt

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Profile

- A forward-thinking project designer and lead/manager UI/UX professional with experience delivering product vision and solutions for rapid growth technology and high-profile corporate clientele.
- Conceptualize engaging, visually appealing, and innovative designs across several platforms involving user stories, flow, personas to create spec documentation, wireframes, interactive comps, visual and assets design.
- Effectively communicate with customers, business managers, design, and development teams to ensure that execution of product strategies are in concert with product roadmaps.
- Manage project backlogs, ensuring effective and efficient prioritization of key element affecting product delivery.

Key Competencies & Skills

UI/UX Design Lead | Project Management | Product & Project Consulting | Agile Methodology | Business Requirements | Product Roadmaps | Reporting | Client Relations | Use Case Studies | Market Research | Strategic Planning

Career Experience

XINOVA | Seattle, WA   **September 2017 to Present**
www.xinova.com
Senior Product Designer

As a senior member of the product team for a leading innovation network leveraging 16k innovators to solve R&D issues, partnered with executives and stakeholders to lead transformation of legacy NOVA app running on SalesForce functioning a complex file dropbox into a modern React and GO driven platform. Performed product optimization initiatives for high profile companies such as PepsiCo, The Gates Foundation, and the World Wildlife Fund. Spearhead several product and system optimizations to maximize productivity, reduce issues, and allow more visibility of real-time data across the organization.

Selected Achievements:

- Directed push for user-authored content in the platform by creating designs used to implement a content authoring tool allowing internal staff draft, review, edit, and publish Opportunities as html which resulted in 500% increase in opportunities published while simultaneously reducing time-to-draft from 3 weeks to 3 days.
- Led comprehensive revision of an idea review process by developing a modular workflow engine for the platform and redesigning process from 20+ stages down to a single modular element called DSRA (Define, Submit, Review, Approve) applicable to any review needs.
- Conceptualized, designed, and implemented a contract system allowing project owners to control payments, draft work orders, negotiate terms, and sign contracts based on workflow requirements, transitioning from a previous system utilizing Docusign. This resulted in reducing complexity of 10+ pages down to one paragraph addendum per page while minimizing roundtrip time from weeks to hours.
- Designed a filtering system allowing users to create complex queries in a readable way that incorporated an advanced search and filtering system, eliminating previous platform with a huge database of thousands of patents and associated solutions.
- Successfully streamlined user research initiatives and direction of future research endeavors by idealizing, executing, and moderating user studies on innovator, reviewwe, and business needs that effectively tested impact and results of platform redesign.
- Maximized accessibility and modernization of designs by creating and launching a responsive redesign of a web platform including a ground up asset redesign, style guides, completed specs, and mobile versions of all views.
- Established a new brand identity appealing to a wider array of potential innovators by creating a tone and voice via messaging, artwork, and copywriting.
- Partnered with members of the marketing and development teams to devise and lead the Equality in Innovation committee advocating for easier access of innovation opportunities to low income/low education individuals (non-PHD), minorities, and women.

LEVEL 11 | Seattle, WA   **September 2017 to April 2018**
Level11.com
UX Design Lead

Functioning in a dual product design / project management role, leverage an Experience Design Engineering platform to work with high profile IoT clients such as Disney, Carnival, Philips, and Starbucks. Served in a project management role by guiding teams in the delivery of user-centric designs including business requirements, user stories, and flows to prioritize design improvement. Managed all aspects of implementation from initial planning through closing, including the provision of design support for all development while facilitating current go-to-market strategies. Managed product backlogs and aligned delivery of products and features.

Selected Achievements:

- Partnered with Project Managers, Developers, Designers, and Customers, even educating professionals with zero design knowledge and traveling to sites in Mexico and the U.S.
- Performed rapid prototyping to utilize industry standard technologies such as Principle, JustinMind, and Marvel to provide an immersive design prototype that clients can touch and see.

Level 11 – UX Design Lead - *continued*
- Developed action plans and recommendations by conceiving, executing, and moderating user studies and generating follow up reports for both clients and internal stakeholders.
- Led design of GIX network wall for the University of Washington; conceptualized, developed, and launched a matrix of eighteen 4k interactive monitors to showcase innovative content and designs for the Global Information Campus in Bellevue; acted as primary liaison to client and worked with internal Developers to create a clean CMS system and improve usability of unique displays technology.

WESTWARD | Seattle, WA   **May 2017 to Present**
Designer
Collaborate with a development partner to work on diverse passion projects.
- Currently developing an iOS app, LUNA, focused on rescue dog adoption.
- Manage all areas of design including UX, UI, flows, personas, user stories and journeys, business plans, design pitches, and meetings with shelters and rescues to gather data.

SPORTSROCKET | Bellevue, WA   **July 2016 to September 2017**
sportsrocket.com
Senior Designer
Drove innovative design methodologies and improved the user experience while providing consistency of visual design by working with Technical Project Managers to define and implement a consistent design language across a diverse suite of applications.
- Conceptualized new features and solutions to meet client and business requirements through human-centered and data-driven designs; collaborated with business partners, executives, and business development team.
- Advised and guided development team on implementing new design language, visual elements and consolidating all features into a streamlined style guide internally and on the web page; allowed for development to copy elements as code blocks to build out consistent interfaces quickly.
- Introduced a new design model focused on user experience and maximizing visibility for the design and development teams throughout all phases of project lifecycle and allowing for more accurate presentations to management.
- Partnered with National Lacrosse League to design and develop iOS (iPhone and iPad), Apple TV, Roku, and Android apps in a strict two-month design schedule while building a feature rich OTT video application from the ground up to be integrated through client sites, video and live feed management, advertisements, subscriptions, and fully programmable content for the navigation system.
- Led UI and UX design and information flow by conducting spec documentation, wireframes, interactive comps, visual and assets design.

TYEMILL | Seattle, WA   **November 2012 to July 2016**
tyemill.com
Senior Designer, Project & Applications
Originally hired as a UI/UX Designer, with role evolving into a project management and senior design function, allocating resources for design budgets, developing plans of action for conceptualizing new features and projects for the overall development plan.
- Served as Lead Visual Artist to conceptualize, design and develop visually appealing and unique UI assets for internal applications.
- Gathered data and put together partner requirements, technical spec documents, development team requirements, load planning and scheduling timelines as well as managing expectations on both sides.
- Pitched new projects to Development and Design teams including Pitch Decks & Presentations, Scenarios & User Stories, Interactive Comps, Static Wires, UI and UX designs.
- Build technical confidence in projects by designing individual user experiences including story-driven scenarios, user personas, flows, use patterns, and interactive design utilizing a comprehensive knowledge of modern application design that is accessible, intuitive, and exciting to use while meeting technical requirements.
- Performed application and new features prototyping for inclusion with white papers, design proposals, wireframes (interactive and static), design comps, and HTML/CSS demos.
- Planned, executed, and managed the Internship Program which doubles staff numbers every summer; devised training and onboarding across various areas of operations for all incoming interns.

Education & Professional Development

3D Game Design | Seattle Central Community College
B.A. History – Minor in Digital Art & Experimental Media | University of Washington
Professional Music Certification- Audio Engineering | Portland Community College
A.A. Liberal Arts | Clark College