

MICHAEL GRAY

SENIOR PRODUCT DESIGNER



mgray.design

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DESIGN EXPERIENCE

Sr. Product Designer

Finial & Co.
Rochester, NY

11/ 2023 - Present

- Strategize & establish user research guidelines, planning, and implementation of research practices company-wide
- Lead end to end user testing sessions throughout the user experience and user interface/visual design processes
- Review and synthesize all incoming user data to support innovative solutions for product development.
- Collaborate with cross-functional teams and stakeholders ensuring successful design delivery and hand-off
- Develop incoming junior and contract designers into the design system, component libraries, and design culture
- Cultivate a creative environment where different design methodologies are shared to create value

Mentor & Instructor

DesignLab

06/ 2023 - Present

San Diego, CA (Remote)

- Conduct interactive and dynamic one on one student sessions on UX design principles, user research methodologies, information architecture, wireframing, prototyping, and usability testing
- Utilize a variety of teaching methods, including lectures, demonstrations, and hands-on exercises to cater to diverse learning styles and ensure the effective comprehension of UX design principles
- Ensure students meet all program requirements for successful program completion.
- Support students with one on one career coaching.

Founder & Sr. UX Designer

SoCiti Inc.

06/2020 - 04/2023

Rochester, NY (Remote)

- Strategized best user research methods and practices to provide best research results
- Set user research requirements and criteria for research methods and practices
- Articulated research results to stakeholders and provided recommendations for product feature development.
- Created design system and component libraries, and set design standards for appropriate use
- Collaborated with development team early and often to ensure accurate design deliverables

Independent UX/UI Designer

Ledger

05/ 2017 - 06/2020

Albany, New York

- Created & developed a solution to drive civic engagement within the New York State legislative and political process
- Studied & implemented best design practices appropriate for new product development
- Met with stakeholders to conduct user research that included user interviews, surveys, and journal entries
- Mastered the New York State Senate & Assembly legislative processes
- Recruited, trained, and retained political science interns for participation in the project
- Articulated solutions to State Senators & Assembly-members to garner support of the solution

EDUCATION

University of Maryland | Global Campus

Bachelor of Science in Web & Digital Design

Google

UX Design Professional Certificate

SKILLS

Design

UX Research	Prototyping
Product Development	Usability Testing
UI/Visual Design	Data Analysis
Scrum Methodology	Responsive Design
Affinity Mapping	User Journey
Journey Mapping	People & Team Dev.
Information Architecture	Teaching
Wireframing	Mentorship
Start Up	Development
Networking	

Software

Figma	Google Workspace
Sketch	Microsoft Office
Adobe Illustrator	Microsoft Azure
Adobe InDesign	Jira
Final Cut Pro	Hotjar
Marvel	Webflow
New York Legislative Retrieval System	HTML
	CSS

ACCOMPLISHMENTS

Participant - 2021 - 2023

*Start Up School
Y- Combinator*

Participant - 2022

*Starta Launchpad Pre - Accelerator Program
Project: SoCiti*