

# Evan Kerrigan

Product Designer

## PROFESSIONAL EXPERIENCE

### **HashiCorp**

Remote

*Senior Product Designer II*

November 2022–Present

*Senior Product Designer*

January 2021–November 2022

- Designing next generation experiences for HCP Terraform
- Responsible for developing more than two dozen platform patterns, components, and guidelines alongside a fully updated Figma component library for shared use
- Led a cross-team visioning effort to conceptualize possible futures for the core platform experience, with a focus on solving customer problems and driving business outcomes
- Designed core platform experiences for the HashiCorp Cloud Platform (HCP) including audit logging, billing, and networking capabilities as well as led overall efforts for RBAC experiences as part of a key cross-platform convergence initiative
- Mentored designers at all levels through design reviews, interpersonal coaching, goal-setting, and organization-wide design evangelism

*Product Design Manager (Interim)*

July 2022–February 2023

- Managed a team of six product designers with responsibilities for developing careers, resolving cross-functional conflicts, upholding accountability to individual commitments, overcoming blockers, overseeing team processes, and clarifying business outcomes

### **Salesforce (MuleSoft)**

San Francisco, CA

*Principal User Experience Designer*

January–December 2020

- Led product design for API design product experiences on MuleSoft's Anypoint Platform

### **PagerDuty**

San Francisco, CA

*Principal User Experience Designer*

May 2017–November 2019

*User Experience Designer*

March 2015–May 2017

- Led product design (including overseeing the design work of three other designers) for the Event Intelligence product group: Integrated data science, machine learning, visualization, and workflow automation to support Operations teams everywhere
- Led design for mobile apps: Delivered full redesign while also overseeing UX efforts across product development teams to provide a holistic user experience
- Designed a range of features including user management and analytics/reporting to help customers understand the performance of their teams and systems
- Led cross-functional initiatives to improve product accessibility and contributed to emergent design system to drive cross-platform consistency, accelerate velocity, and empower teams to deliver better experiences with greater autonomy

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## PROFESSIONAL EXPERIENCE (CONTINUED)

### **VMware**

Palo Alto, CA

*Interaction Designer III*

July 2014–March 2015

*Interaction Designer II*

August 2012–July 2014

- Lead designer for end-to-end user experience of creating, deploying, managing, and monitoring virtual machines and applications for the vCloud Suite (VMware's flagship suite)
- Contributed to defining design standards for vSphere (VMware's flagship product)
- Won Best Paper at internal innovation conference as well as People's Choice Award at internal hackathon for envisioning smart wearables that aided datacenter administrators

### **Microsoft**

Redmond, WA

*User Experience Researcher (Internship)*

May–August 2011

- Directed research projects for Excel, OneNote, Outlook, PowerPoint, SharePoint, and Word for the Office 2013 suite with a primary focus on benchmarking and informing new touch interactions for mobile devices
- Designed and directed lab research study for new reporting capabilities for Project 2013 to align with user goals and increase integration with other Office 2013 suite products

### **CDS International** (*now Cultural Vistas*)

New York, NY

*Web Designer, Project Manager & Information Systems Coordinator* May 2006–July 2010

- Designed, developed, and maintained the nonprofit organization's website and content while analyzing site data to inform design and functional improvements
- Managed the development of a CRM app that interfaced with the U.S. Dept. of Homeland Security SEVIS system with primary attention to usability and interaction design

## EDUCATION

**University of Michigan**, *School of Information*

Ann Arbor, MI

Master of Science in Information: Human–Computer Interaction

**New York University**, *College of Arts and Science*

New York, NY

Bachelor of Arts, *cum laude*: Political Science & French

## SKILLS, METHODS & TOOLS

Adobe Creative Suite, Analytics, Cognitive walkthroughs, Competitive analysis, Contextual inquiry, CSS, Data visualization, Figma, Heuristic evaluations, HTML, Personas & Scenarios, Rapid prototyping, Storyboarding, Survey design, Usability testing, User interviews, Wireframing