

EMMA SADLER

Product Designer

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ABOUT ME

With my previous managerial background I developed a strong sense of empathy, problem-solving and attention to detail.

I am looking for opportunities to foster my self-starter attitude. Using my curiosity, empathy and communication skills to help produce high quality results to impact user needs.

EDUCATION

User Experience Design |
BrainStation | Diploma

Graphic Design | Fashion
Institute of Technology |
BA

EXPERIENCE

Product Designer | TESTD

JAN 2021 - CURRENT, REMOTE

- Built out TESTD's UI library for **multiple devices and platforms**.
- Helped **build out design systems** for better and efficient work flows.
- Help build new features from gathering data to prototyping.
- Collaborate and connect with cross-functional partners in marketing, engineering, and support to ensure a quality product is delivered
- Continuous discussions with the CEO and head of product to define business metrics for immediate and long-term goals of the product

Manager | MoMA; USHG

SEPT 2019 - APRIL 2020, NEW YORK, NY

- **Managing and leadership** of a team of 10-40 employees across 4 units using effective communication. Demonstrate enthusiasm and empathy by ensuring exceptional customer experiences.

Graphic Designer | STARR Restaurants

JUNE 2018 - SEPT 2019, NEW YORK, NY

- Creative and visual design for digital and printed materials for numerous restaurants in NY, DC and FL. **Coordination of 15 restaurants daily**.
- Collaborate and articulate with a remote team and the creative director on visual menu design plus updating the website backend with HTML5 and CSS

Web Designer/District Manager | Doughnuttery

FEB 2016 - MAY 2018, NEW YORK, NY

- Research and launch franchise portal for website.
- Brand re-design of website and social media utilizing metrics and data.
- Created a digital and hands-on training and development, **increasing cash flow by 10%**.

Product Manager | Emma's Designs

SEPT 2009 - JAN 2020, NEW YORK, NY

- Manage and design all **printed and digital materials**.
- **Build partnerships** with companies and clients for recurring events.
- Marketing on online-based digital technologies such as Instagram, and Facebook ads

UX PROJECTS

Interaction Designer | Adidas

24 HOUR HACK-A-THON

- Winning project using quantitative data for **responsive web** and an interactive mobile experience.
- Collaboration with a **cross-functional team** of designers, engineering, data science, and marketing.

[See Portfolio for more](#)