



# Tanya Wickham

Product Designer

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TanyaWickham.com

## Skills

Product Strategy  
Interaction Design  
Design Systems  
Animation Design  
Visual Design  
Accessibility Design  
Information Architecture  
Survey Design  
Data Synthesis  
A/B Testing  
HTML/CSS  
User Research  
Data Visualization

## Tools

Unity  
Adobe Suite  
Sketch  
Figma  
UserTesting.com  
Jira/Confluence

## Education

University of Washington  
BA, Psychology  
August 2012 - June 2015

## Achievements

Community Leader  
Tempo Storm  
April 2022 - May 2023

DubStech Hackathon  
3rd Place Winner  
May 2020

## Experience

### Product Designer - Tempo

Mar 2022 to May 2023

- Spearheaded the end-to-end process of conceptualizing and crafting UX/UI features for The Bazaar game, taking the project from 0 to 1.
- Championed a mobile-first approach, ensuring user accessibility was prioritized at every stage of design, optimizing the experience for both PC and mobile.
- Oversaw the integration of wireframes and UI assets into the Unity, ensuring a cohesive and visually appealing user experience.
- Fostered strong relationships with the executive team, providing regular updates and incorporating valuable feedback. Demonstrated exceptional communication skills and strategic thinking to align design initiatives with overarching business objectives.
- Orchestrated a collaborative effort with cross-functional teams, including art, VFX, business, legal, sound design, and game design. Facilitated a comprehensive and user-friendly gaming experience through effective communication, creative problem-solving, and leadership.

### Sr. UX/UI Designer - Sincro Digital

May 2020 to Mar 2022

- Spearheaded comprehensive UX design and research initiatives to optimize both internal and customer-facing products. Demonstrated a keen understanding of user needs and market trends to drive product improvements. Launched multiple features to 20k+ websites.
- Facilitated internal learning workshops to promote awareness and adoption of agile and lean UX methodologies, empowering teams to streamline processes and enhance productivity.
- Cultivated a culture of cross-team collaboration, leveraging iterative design methodologies to continuously enhance user experiences. Encouraged open communication and shared insights to drive product success.

### Product Designer - Microsoft

Sep 2018 to Nov 2019

- Spearheaded the creation of internal tools tailored for diverse programs, enhancing operational efficiency and productivity within the organization.
- Successfully optimized vendor relationships, implementing strategic approaches that streamlined processes and maximized collaboration, resulting in improved outcomes and cost-effectiveness.
- Engineered innovative solutions and redefined research processes, slashing project timelines from 10 to 5 days. Demonstrated a commitment to efficiency and continuous process improvement.

### User Research Associate - Xbox

Mar 2017 to Aug 2018

- Orchestrated comprehensive usability studies for a diverse range of games, software, and XR experiences. Ensured meticulous planning and execution, resulting in seamless and intuitive user interactions across various platforms.
- Worked comprehensively on XR technology, including XR headset and controller hardware, mixed reality interactions, usability and understandability between user and XR, and stability to reduce nausea.

### User Research Assistant - WB Games

Jul 2015 to Feb 2017

- Managed end-to-end UX research process, contributing to enhanced user experiences for gaming, including mobile, console, and VR.