Katie Hudak
Senior UX Designer

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SKILLS

sketching
wireframing
ideating
prototyping
interaction
sprints
workshops
grid systems
user journeys
scenarios
user flows
machine learning
management
Mentorship

TOOLS

Paper
Sketch
Figma
Adobe CC
Invision
Principle
Procreate
HTML/CSS
JavaScript

EDUCATION

Certificate
UX Design Immersive
General Assembly
2016

BA in Fine Art
Magna Cum Laude
Western Washington
University
2014

EXPERIENCE

Mirum Agency | Senior Product Designer 2020 | London, UK
As a Senior Designer at Mirum Agency, I create B2B sites and apps for some of the world's largest companies. Focusing on visual branding and interaction patterns, I work with external clients to establish complete design systems, including motion patterns and micro-interactions that help users understand the product they're using and add delight.

Fuse Universal | Design Manager 2019 | London, UK
As the UX Design Manager at FUSE, an education start-up, I led and mentored a team of five designers and researchers. While at Fuse, I initiated discussions to redesign the product design work-flow, and got buy-in across functions to integrate the Design team more fully into the research and development process in order to bring a more user-centered focus to the existing start-up culture.

Google | Interaction Designer 2016-2019 | Seattle, USA
As an Interaction Designer at Google, I've designed products that millions of people use every day. Working across both consumer-facing and enterprise communication products, I led design teams, and drove cross-platform consistency that championed user needs and business goals.

Android Messages
As the lead interaction designer on a new team, I established foundational UX principles and patterns for integrating Machine Learning into Android Messages. I developed processes and led workshops with teams across the company to align on design systems and release cadences. Established end-to-end flows for multiple designs that resulted in increased user engagement. I collaborated with PMs, researchers and engineers to ensure user-value and feasibility of design from conception to release.

Hangouts Meet
I designed the mobile platform for enterprise video calling product, Meet, on both iOS and Android, which culminated in approval for public launch. Before launch, I prototyped and tested new interaction patterns with users and created flows that would eventually translate to all nine Meet platforms. I was also responsible for foundational integration of Google Voice with Meet. This enabled users to dial into meetings and for end-user admin's to understand and manage how employees were using their Google Voice accounts.