

Londelle Sheehan

Product Designer & Engineer

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Native Mobile Utilities · Complex Workflows · Behavioral Product Design
Computer Science · UI/UX Design · U.S. Navy Tactical Systems

FEATURED PROJECTS

Did I? iOS Utility App londellesheehan.com/did-i

- Built a high-frequency mobile utility focused on reducing cognitive fatigue by shifting reminder workflows from future planning to historical tracking.
 - Created native iOS Live Activities and Lock Screen widgets that compressed repeated interactions into a lightweight single-tap experience.
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Kindred Collaboration Workflow System londellesheehan.com/dropbox

- Created an asynchronous collaboration workflow layer built within the structural constraints of the Dropbox ecosystem.
 - Simplified file review and assignment workflows by leveraging existing navigation patterns instead of introducing additional project-management complexity.
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Monai Behavioral Finance Concept londellesheehan.com/monai

- Explored a behavioral finance interface that replaced intimidating dashboards with conversational UI flows and lightweight reflection prompts.
- Designed onboarding and spending workflows around emotional behavior patterns instead of traditional financial optimization models.

EXPERIENCE

Lockheed Martin
Systems Engineer
2025 – Present

Mapped and maintained mission-critical operational systems where clarity, reliability, and fast decision-making directly impacted user workflows and system readiness.

Interlaced.io
IT Technician
2024 – 2025

Improved onboarding and support workflows across 100+ client environments by reducing operational friction and simplifying technical systems for end users.

NetApp

Software Developer Intern
2024

Collaborated with engineers and product teams to prototype AI-assisted internal tools focused on improving developer workflows and reducing review overhead.

U.S. Navy

Electronics Technician First Class
2015 – 2024

Spent nearly a decade troubleshooting tactical communication systems under high-pressure operational environments, shaping how I think about workflows, clarity, and systems design.

SKILLS**PRODUCT DESIGN**

Interaction Design · Information Architecture ·
Prototyping · Design Systems · Usability Testing · Figma ·
FigJam · Adobe Creative Suite

ENGINEERING & SYSTEMS

JavaScript (React, Vue) · HTML/CSS · Python · Git · AI-
Assisted Prototyping · Systems Troubleshooting

EDUCATION**M.A. UI/UX Design**

Academy of Art University · 2026

B.S. Computer Science

Southern New Hampshire University · 2024

B.A. Communication

Columban College, Philippines · 2012