

Sarah Benjamin

SENIOR UX DESIGNER | RESEARCHER | CREATIVE DIRECTOR

WORK EXPERIENCE

UX Director, January 2026 - September 2026

Senior UX Designer, April 2023 - January 2026

UX is Fine!

Clients include: Amazon Game Studios, Wizards of the Coast, Climate Solutions International, and Squanch Games

Worked on 18+ projects for mobile, desktop, and console, across a variety of team sizes and timelines

As Director:

- Grew UX team from 4 to 10 people during a period of rapid company growth and expansion
- Directed multiple projects, both UX-only and full stack, with team sizes up to 10 people.

As Senior UX Designer:

- Strong reputation for embedding deeply into client teams, earning client trust quickly, developing comprehensive product knowledge, and proposing unconventional solutions
- Extensive experience in best principles for user retention, monetization, usability, and accessibility.
- Worked on feature & system design, conducted audits, and ran internal and external usability testing

Senior UX Designer, April 2022 - April 2023

UX Designer, May 2019 - April 2022

Razorfish (formerly a part of Publicis Sapient)

Client: Mercedes-Benz USA

- Received praise from clients for reliability, depth of knowledge on our digital systems, and presentation skills
- Became a go-to designer for projects involving intricate technical and legal requirements, such as authentication, ecommerce experiences for the main marketing website, and internal tools used by dealership employees
- Frequently requested to organize and moderate user testing to support other creative teams
- Volunteered to help organize account's STEM club for a local middle school and taught lessons on UX design, testing, and accessibility

UX Designer, July 2018 - January 2019

Designation

- Completed a 24-week intensive program that trains UX designers through iterative skill development and multiple real world client projects

✉ sarahbenjamindesign@gmail.com

🏠 Brooklyn, NY

🌐 www.sarahbenjamin.design

SKILLS

- UX design
- UX research and synthesis
- Wireframes
- Prototypes
- Accessibility
- Design systems
- Usability testing
- Concept testing
- Survey design
- User personas
- Journey maps
- User flows
- Client management
- Presentation
- Workshop facilitation
- Collaborative teamwork

TOOLS

- Figma
- Sketch
- Mural
- Miro
- Jira
- Confluence
- Framer
- Claude Design

CONFERENCES

GDC CA Program - 2024

EDUCATION

2012 - 2015

Masters of Science, Astronomy
Yale University
Gruber Fellowship

2008 - 2012

Bachelors of Science, Physics
Carnegie Mellon University
Charpie Scholarship