

Londelle Sheehan

Product Designer & Engineer

San Francisco, CA · londellesheehan.com · shansheehan@gmail.com

Background in Computer Science, focused on 0→1 products, complex workflows, and design systems. I design and build end to end, from research and interaction design through working prototypes.

FEATURED PROJECTS

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

- Designed a high-frequency mobile utility that reframes reminders from future planning to historical tracking, reducing the cognitive load of recurring tasks.
 - Compressed a repeated multi-tap logging flow into a single tap using native iOS Live Activities and Lock Screen widgets.
-

Kindred Collaboration Workflow Concept londellesheehan.com/dropbox

- Designed an asynchronous collaboration layer within the structural constraints of the Dropbox ecosystem, extending existing patterns rather than introducing new ones.
 - Simplified file review and assignment by reusing established navigation patterns instead of layering on additional project-management complexity.
-

Monai Behavioral Finance Concept londellesheehan.com/monai

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

EXPERIENCE

Lockheed Martin Systems Engineer Sep 2025 – Present

Map and maintain mission-critical operational systems where clarity, reliability, and fast decision-making directly shape user workflows and system readiness.

Interlaced.io IT Technician Aug 2024 – Aug 2025

Redesigned onboarding and support workflows across 100+ client environments, reducing operational friction and simplifying technical systems for end users — the same flow-simplification thinking I apply to product design.

NetApp Software Developer Intern

Feb 2024 – May 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

Jan 2015 – Feb 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