

Luke Lewis

Product Designer

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EXPERIENCE

Aya Healthcare

August 2024 - Present

Developed high-fidelity prototypes and design systems components to support scalable UI patterns and enhance developer handoff efficiency.

Facilitated collaborative workshops with product and engineering to align on MVP scope, resulting in a 20% faster design-to-dev turnaround.

Translated complex requirements into clean, intuitive interfaces, helping reduce support tickets and increase clinician self-service rates.

Contributed to design strategy and roadmap planning by introducing data-informed user personas and journey maps to guide prioritization.

Playfair Data

October 2022 - November 2023

Managed up to 4 Fortune 500 clients simultaneously, delivering exceptional service accounting for over \$200,000 in annual revenue.

Designed over 20 digital products from ideation to development, collaborating with engineers daily to ensure feasibility and accuracy.

Improved UI design efficiency by 83% by building and launching company's Figma design system with over 40 reusable components.

Led wholistic overhaul of company's brand guidelines, resulting in a brand new document with over 85 pages of detailed specifications.

EDUCATION

UX Bootcamp General Assembly

12-week, full-time, 500+ hours, project-based training program taught by industry leaders

Bachelor of Social Work Florida State University

Magna Cum Laude

TOOLS

Figma

Lovable

Cursor

Maze

Replit

Pendo

Miro

Condens

Framer

Adobe Creative Suite

Google Analytics

Optimal Workshop

Jitter

Lottie

Jira

Aha!

SKILLS

Product Design

Interaction Design

Visual Design

Prototyping

UX Research

User Interviews

Usability Testing

Mobile Design

Responsive Design

UX/UI Design

Project Management

Product Strategy

Client Management

Agile/Scrum