

Daniel Pelletier

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UX DESIGNER + STORYTELLER

Experienced and friendly UX guy with a passion for clear communication.

Proven track record of streamlining complex systems, providing high-quality designs, and validating ideas through rigorous user research.

SKILLS

UX Design | User Research | Storytelling | Design System Management | UX Writing | Game Design

WORK EXPERIENCE

Enel X Advisory Services, Remote

January 2023 - May 2026

Senior UX Designer

- Managed design teams across work silos, enabling greater rapport between teams and establishing one clear, easy-to-follow processes for future design requests.
- Created 3 design system libraries, revitalizing design language across core legacy systems, improving design turnaround time by 60%, and enforcing brand consistency across platforms.
- Led strategic UX research, directly engaging with 30+ end users to collect immediate feedback on design initiatives, leading to swift, research-backed enhancements.
- Delivered detailed design documentation, accelerating dev handoff and reducing turnaround time by 30%.
- Crafted clear communication strategies via hundreds of workshops, slide decks, and presentations, unifying design, product, and dev teams to one vision.

Enel X Advisory Services, Remote

January 2022 - December 2022

UX Designer

- Maintained existing design library systems, delivering enhancements to data-heavy B2B systems that greatly improved accuracy, and reduced advisory turnaround time by 30%.
- Conducted end-user interviews, workshops, and testing sessions to generate 100+ powerful insights that directly informed future design decisions across teams.
- Drafted low/mid/high fidelity mockups backed directly by user research, leading to insight-proven enhancements that revitalized legacy workflows, improving end-user satisfaction by 34%.

Ahold Delhaize, Retail Business Services - Innovation Team, Remote

January 2021 - December 2021

UX Designer

- Rapidly iterated new design ideas, applying design thinking methodologies to create experimental technology, enabling dozens of novel, effective solutions to real industry struggles.
- Conducted user-based research with 30+ retail employees to expand the knowledge base of grocery innovation teams, leading to improved empathy and rapport between designers and stakeholders.
- Managed complex design systems to guarantee consistency across internal retailer tools, reducing design turnaround time by 30%.

2020 Gulfstream Aerospace x SCADPro, Savannah, GA

January 2020 - December 2020

UX Researcher, VR Developer

- Provided UX support to a wide, cross-disciplinary team by conducting direct user (pilot) research and advocating for insight-based design ideas, reimagining the future of business-class piloting.
- Conducted usability testing sessions and personal interviews with 5+ Gulfstream pilots.
- Developed a VR experience for stakeholders, delivering an immersive way to experience the final project vision.

TOOLS

Research

Mixpanel
Obsidian
Claude
Dovetail

Design

Figma Suite
Framer
Adobe Suite
Affinity Designer

Management

Jira
Excel

Prototyping / Dev

Unity
Webflow
HTML/CSS

EDUCATION

B.F.A.

Savannah College of Art and Design, Savannah, GA

AWARDS

Red Dot Design Awards

2021 Brands And Communication Design Award

Indigo Design Awards

2020, 2021 Gold Award, Shortlist Winner