

# Tait Wayland

## Product Designer

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### Experience

#### Abacus (Emburse) / Product Designer

August 2019 - Present, New York City

Sole product designer for mobile and web at an expense report startup. Worked with a product manager on product definition and experience for employee card issuing. Worked on a shared service platform to facilitate international reimbursements. Executed final visual design and prototyping. Facilitated design reviews and product spec documentation. Iterated designs based on periodical usability tests.

#### IQM Corporation / Product Designer

August 2018 - August 2019, New York City

Joined as a founding product designer. Produced wireframes for a suite of ad tech products. Facilitated product discovery sessions. Established design patterns and ensured consistent application.

#### NASA / UX Engineer

January 2018 - August 2018, Mountain View CA

Designed and developed a functional prototype for an annotation system for NASA technicians to reference tips and best practices. Conducted user research at Kennedy Space Center for a capstone project on a team of 5 at Carnegie Mellon. Diagrammed work control processes and identified breakdowns and opportunities.

#### TicketBiscuit / Product Designer

February 2015 - May 2017, Birmingham AL

Worked within a product and development team. Evangelized design thinking and introduced usability testing. Designed a mobile app for ticket sharing that led to \$5M in seed funding. Collaborated with developers, and did majority of front-end development and maintenance.

#### UAB / UI Designer

June 2014 - January 2015, Birmingham AL

Produced UI design for 2 mobile healthcare apps for The University of Alabama at Birmingham. Designed an experience for patients suffering from rheumatoid arthritis to track daily symptoms.

### Education

#### Carnegie Mellon University

Master's in Human Computer Interaction

August 2017 - August 2018, Pittsburgh

#### University of Alabama, Birmingham

Bachelor of Art in Art Studio, Drawing

August 2011 - December 2015,  
Birmingham AL

### Skills

**Design:** Figma, Sketch, Framer, InVision, Illustrator, Principle, Storyboards, Scenarios, Wireframes, Prototypes, Mobile Design

**Research:** Qualitative Research, Usability Testing, Affinity Clusters, Customer Journey Maps, Service Blueprinting, Mixpanel, Analytics

**Design Ops:** Agile, JIRA, Design Systems, Design Strategy, Abstract, Research Plans, Product Requirements Documentation

**Development:** HTML, CSS, SASS, JavaScript, Git, Python, Simple Data Analysis, Simple Machine Learning Methodologies