Maggie Bignell

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Work Experience

Hillary for America, product designer

June - November 2016

Designed web products (Way Back When Machine, Trump Yourself, With Her Because, the College Calculator), earning millions of clicks and email sign ups, and educating the world of our candidate's policies. Defined brand language with the design team. Ensured accessibility in our products.

Pocket, product designer

January 2015 – June 2016

Owned product features from ideation to final marketing materials, including conducting user research sessions, designing user flows and pushing pixels, writing copy, and working with engineers to implement. Designed for Android, iOS, and web per each platform's individual needs.

MHCI Capstone with NASA, visual design lead

January - August 2014

Collaborated with a team of masters students to design for NASA engineers and the International Space Station, designed and developed a mobile application and RFID tracking system.

Apple, visual design intern

May – August 2013

Designed interactions and page flows. Worked on new features with the iTunes Apps Design team. Ideated new interfaces.

Education

DesignerFund's Bridge Program

January – April 2015 Professional development for designers

Codepath

Fall 2015

iOS Development for Designers

Carnegie Mellon University

January – December 2014

Master of Human-Computer Interaction
(i.e. design research, user flows)

Carnegie Mellon University

August 2010 – May 2014
BFA in Communication Design
(i.e. visual/interaction/product design)

Skills

Code: HTML/CSS, jQuery, beginner Javascript.

Programs: Sketch, Adobe Suite, Zeplin, framer.js, InVision.