Douglas Sanchez

Product Design Leader

Education

Harvard University

Master of Liberal Arts, Digital Media Design Degree Candidate, GPA 4.0 2020 - Present

Massachusetts Institute of Technology

Bachelor of Science in Engineering Product Development 2010 - 2014

Skills

Product Design UX/UI Design Visual Design User Research Usability Testing Design Systems Data Visualization Rapid Prototyping Responsive Mobile Design Wireframing, Mockups Scrum & Agile Operations Front-End Development 3D Modeling & Printing Game Development AR, VR & XR Experiences Project Management

Tools

Figma	
Abstract	
Sketch	
InVision	
Adobe CC	

HTML, CSS, JS Git, Github, Jira Miro, Whimsical Tableau, D3.JS Unity, Blender

Volunteering

Massachusetts Institute of Technology

Product Design Mentorship 2014 - Present • 7 yrs

Out In Tech

UX Design Mentorship Spring 2020 - Fall 2021 • 1 yr 6 mos

Certifications

Scrum.org

Professional Scrum with User Experience I 2021

Tableau Tableau Designer Tableau Desktop 2020

Nielson Norman Group UX Certification UX Management Specialty 2019

Adobe Adobe Certified Expert Illustrator CS6, CC 2015, CC 2016 Email updoug@mit.edu Phone (617) 858-1784

Experience

Salesforce • 2 yrs 4 mos

Director of Product Design • August 2021 - December 2021 • 4 mos

 \cdot Scaling the design teams supporting the Salesforce Platform's Developer Experience.

Senior Design Manager • August 2020 - August 2021 • 1 yr

• Led the user experience and product design teams building Salesforce's Work.com suite of Employee Experience products and IT Services.

Lead Product Designer • September 2019 - August 2020 • 1 yr

- Managed the end-to-end design and launch of Work.com Workplace Command Center to help businesses and communities reopen safely.
- Accelerated the development of Work.com solutions with Scrum principles and UX, enabling organizations to reopen safely and manage returning to work.

Eximchain • 1 yr 11 mos

Head of Design • November 2017 - September 2019

- Shaped the entire customer experience of product ecosystem at early stage blockchain startup.
- Guided the creation of brand, marketing and front-end design system, enabling clearer communication and collaboration between designers and developers.
- Directed the design, agile development and launch of a consumer blockchain network mobile app and desktop cryptocurrency wallet along with support infrastructure and marketing website.
- Coordinated all user research initiatives with IDEO Cambridge to find unseen opportunities for innovation.
- Partnered with user researcher, visual and business designer to translate findings into opportunity areas and actionable human-centered solutions.

Tulip Interfaces • 2 yrs 8 mos

Head of Design • April 2015 - November 2017

- First designer, responsible for building brand and design team, facilitating design processes and iteratively improving enterprise SaaS platform experiences.
- Managed product design and brand strategy across hardware, software and marketing teams to successfully complete a \$1M seed round and \$13M series A led by NEA .
- Simplified and digitized complex operational manufacturing processes into elegant user interfaces for Fortune 500 customers including GSK, Merck, Jabil, and New Balance.
- Organized and implemented the responsive redesign of our marketing website from investor facing to go-to-market strategy, allowing engineering team to focus on feature development.
- Introduced a front-end design system that utilized reusable components to accelerate our prototyping and development process.

Massachusetts Institute of Technology • 3 yrs 6 mos

Teaching Assistant • July 2014 - February 2015 • 8 mos

- Coordinated design strategy, low/high fidelity mockup, prototype, and launch milestones for professional-focused product design and engineering capstone
- Advised student teams with understanding design thinking, human-centered design principles, and product development process fundamentals.

Senior Visual Designer | September 2011 - June 2014 · 2 yrs 10 mos

• Directed designers and webmaster to create digital and print media that promoted the ideals of the MIT Program in Women's & Gender Studies, including support for gender, racial, sexual and social equality.







