

SARAH ANNE POND

Product Design Manager

www.sarahpond.com | +913-522-6749 | sera.lanzer@gmail.com

WORK EXPERIENCE:

Quest Analytics

Product Design Manager | February, 2020 - Present

Founded the design department at Quest Analytics, building it from the ground up as the sole designer. Partnered with the executive team to define a cohesive vision and product strategy that aligned design with business goals. Established scalable systems and design standards, then grew and led a team of three to execute across product and brand. Formalized the design department as a strategic driver within the company.

SelectQuote

Senior User Experience Designer | February, 2018 - February, 2020

At SelectQuote, collaborated with the application development team to redesign client-facing websites and internal systems with a focus on brand consistency and accessibility. Led project initiatives, managed cross-functional collaboration, and introduced improvements to elevate the user experience. Presented strategic ideas to stakeholders and drove iterative enhancements across platforms.

Whiting House

Design Lead / Senior User Experience Designer | August 2017 - February 2018

At Whiting House, partnered with developers, executives, and designers to create innovative process automation systems across platforms. Led design strategy and fostered cross-functional collaboration to deliver seamless user experiences. Drove design consistency, created prototypes, and led usability studies to validate solutions. Also developed marketing assets and executive presentations to support broader business goals.

VMLY&R

Senior Product Designer | November 2016 - August, 2017

At VML, collaborated with cross-functional teams—from Strategy to Engineering—to design and deliver high-impact experiences for clients including Gatorade and Ford. Worked with internal and external development teams in a remote, agile environment to drive innovative redesigns. Led concept development, usability testing, and design execution to ensure quality and user-centered outcomes. Supported client pitches by crafting and presenting compelling design solutions.

Cerner

Interaction Designer | May 2014 - November, 2016

Designed healthcare solutions in collaboration with cross-functional teams, developing deep expertise in areas including Immunizations and Radiology. Contributed to Cerner's Department of Defense contract and Global Alliance initiatives with industry partners. Conducted user shadowing and usability testing to inform and validate design decisions. Delivered high-quality, user-centered solutions for complex clinical workflows.

EDUCATION:

2010 - 2014 | The University of Kansas

Bachelor of Fine Art - Industrial Design
School of Architecture, Design & Planning

TOOLS & SKILLS:

- Figma & Sketch
- Strategic Feature Planning
- Vision Prototyping
- Design Systems
- Research & Accessibility