

SARAH ANNE POND

Lead Product Designer

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WORK EXPERIENCE:

Quest Analytics

Lead Product Designer | February, 2020 - Present

At Quest Analytics I the lead of 3 product designers. I work to create visionary prototypes, design systems, and new product features. Along with my design work our team works to enhance our research methods by creating user personas for our products, lead usability tests and create user feedback surveys in order to help lead the strategy behind our product roadmaps and feature enhancements. We work closely with Project Management, Development and Leadership to guide the future innovation, client retention and new industry standards.

SelectQuote

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

At Select Quote I work with the application development team to redesign client facing websites and internal systems. I work to refresh and update websites to align with brand and accessibility standards. Along with ensuring standards, I manage developers, lead project initiatives, and present innovative ideas to the business.

Whiting House

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

Work alongside development teams, executives and other designers to create innovative process automation systems. Lead design decisions across various platforms and initiate collaboration and seamless user experiences. Throughout my time here I have created prototypes, lead usability studies, driven design standard conformance, created marketing materials and executive presentations.

VMLY&R

Senior Product Designer | November 2016 - August, 2017

At VML I have worked on a few clients including Gatorade and Ford. I work with various roles from Strategy to Engineering to design unique experiences. We work with both internal and external development teams and collaborate remotely. I help to work with and drive innovative redesigns. I make concept work, put designs through usability testing and deliver high quality experiences I also help to pitch new designs to clients.

Cerner

Interaction Designer | May 2014 - November, 2016

Working with various roles to design healthcare solutions including a becoming a knowledge expert of Immunizations, Radiology and more. Contributions to the Department of Defence contract and Cerners Global Alliance with various companies. Shadowed users, put designs through usability tests and delivered high quality solutions.

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