

Christopher Ward

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PROFESSIONAL SUMMARY

Versatile UX and Visual Designer with 10+ years of experience delivering responsive web and mobile designs. Highly skilled in design systems, prototyping, and accessibility with deep expertise in Figma, Adobe CC, and Agile collaboration. Proven ability to create high-fidelity assets and specs that align with brand goals and drive product success across platforms.

CORE COMPETENCIES

- Figma
- Wireframing and Prototyping
- Interaction Design
- Visual Design
- Information Architecture
- Design Systems
- Design Thinking
- Systems Thinking
- User Research
- Cross-functional Collaboration
- HTML, CSS, Javascript

PROFESSIONAL EXPERIENCE

Contract Senior UX Designer — Workday

March 2025 - June 2025

- Led UX design and design management for AI-driven vignettes, ensuring WCAG/W3C compliance and aligning interaction patterns with Gartner Magic Quadrant criteria.
- Oversaw end-to-end design execution from vision through delivery while setting and maintaining scalable design standards.
- Collaborated with PMMs, offshore teams, and designers to build scenario-based Figma prototypes showcasing AI decision-support capabilities.
- Mentored junior designers on scalable design standards.

Contract Lead UX Designer — Impulse Labs

August 2024 - March 2025

- Led UX and visual design for product launch, aligning software and hardware with UL compliance standards.
- Delivered wireframes, prototypes, design system and component library in Figma.
- Synthesized user insights into actionable design solutions ensuring alignment with product and engineering teams.
- Delivered detailed interaction and visual specifications for seamless engineering handoff.
- Directed design execution and collaboration, managing design quality across cross-functional teams and maintaining consistency through scalable design standards.

Contract Lead UX Designer — Pure Storage

April 2024 - August 2024

- Led UX and visual design for a scalable estimation tool.
- Delivered high-fidelity WCAG compliant design specifications for engineering implementation.
- Built design system assets in Figma collaborating with cross-functional global teams.
- Facilitated ideation sessions and secured stakeholder buy-in through clear visual storytelling.

Consulting UX Designer — Blackribbit.com

February 2022 - January 2024

- Led design strategy and end-to-end native and responsive UI in Figma across industries.
- Facilitated workshops and educated clients on UX and WCAG accessibility standards.
- Delivered prototypes and flows aligned with brand goals and user needs.

Contract Lead UX Designer — Lextech

September 2023 – November 2023

- Led mobile redesign for Core-Mark, delivering tested Figma prototypes and expanding the design system improving design scalability.
- Aligned cross-functional teams on MVP goals and timelines.
- Mentored junior designers and improved design scalability.

Contract UX Designer — US Bank

June 2021 – December 2021

- Redesigned mobile and responsive UI for Automated Investor using Figma.
- Delivered wireframes and hi-fi prototypes using US Bank's design system.
- Collaborated in Agile teams, supporting smooth handoff and sprint execution.
- Mentored junior designers and supported hiring efforts to strengthen the design team.

Senior UX Designer — Teradata

October 2015 – May 2021

- Led UX design for Teradata Vantage across cloud and hybrid platforms using Figma.
- Delivered wireframes, prototypes, and design system assets to support scalable solutions.
- Facilitated Design Thinking sessions and cross-functional collaboration to align vision and reduce time-to-market.
- Designed code editor interfaces for technical users, improving engagement and adoption.

Principal UX Designer — Apptimize

June 2015 – September 2015

- Led all design efforts and research.
- Worked cross functionally to define and execute business and design objectives.
- Mentored company in design best practices.

Principal UX Designer — Copart

November 2013 – March 2015

- Led responsive design for a global inventory platform, replacing SAP across 7 countries.
- Defined MVP and roadmaps with cross-functional teams to accelerate release timelines.
- Mentored team in UCD and Agile workflows using Jira for sprint planning.

EDUCATION

Academy of Art University, San Francisco, CA

TECHNICAL SKILLS

Figma, Figjam, Webflow AI, Galileo AI, ChatGPT, Midjourney, Adobe CC, Miro, Dovetail, HTML 5, CSS3, Javascript, Angular Material, Visual Studio, Terminal, Microsoft, Jira, White boarding, Pen and Paper, and more.

SOFT SKILLS

Leadership, Problem Solving, Critical Thinking, Interpersonal Communication, Systems Thinking, Design Thinking, Adaptability, Creativity, Teamwork, Time Management, and more.