Pauline Gefin

User Experience Designer

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PROFESSIONAL SUMMARY

Narrative-driven UX designer with 2+ years of experience and 10+ years of cross-functional collaboration. Skilled in UX strategy, user research, high-fidelity design, and stakeholder alignment. Thrives in agile environments while crafting scalable, user-centric solutions that drive business success and customer delight.

WORK EXPERIENCE

UX Design Lead   US (Remote)
Foundation For Intentional Community   Oct 2024 - Present

- Led the transformation of a complex directory with 40+ filters into a user-friendly, scalable discovery experience within 6 weeks, improving navigation and accessibility for 500k+ users.
- Designed 70+ high-fidelity screens and interactive prototypes for 2 breakpoints within 4 weeks, ensuring brand consistency and developer readiness for seamless implementation.
- Facilitated a Customer Experience Funnel Workshop, aligning 10+ stakeholders to prioritize design efforts, resulting in 4 actionable user segment reports, sitemap and user flow.

UX Research Lead   US (Remote)
Tech Fleet   Apr 2024 - Sep 2024

- Extracted 4 actionable insights from 8 user interviews within 4 weeks, utilizing Affinity Mapping to drive product strategy and enhance collaboration.
- Aligned business goals with user needs by conducting user research and market analysis, defining key product requirements and strategic insights.
- Developed a usability test plan, screener survey, and discussion guide to enhance user feedback collection and drive iterative design improvements.

UX/UI Designer   US (Remote)
CareerFoundry   Mar 2023 - Sep 2024

- Delivered 100+ high-fidelity Figma prototypes and 2 style guides over 3 breakpoints, enhancing design consistency and developer collaboration.
- Enhanced user experience by conducting 15+ user interviews and 3 usability tests, applying customer feedback to develop effective user personas and journey maps.
- Delivered 2 end-to-end design projects within 6 months, aligning business goals with user needs through iterative design and stakeholder collaboration.

SKILLS

Skills: Agile, Competitive Analysis, Design Thinking, Prototyping, Style Guides, Usability Test, User Flows, User Interface Design, User Interviews, User Journeys, User Personas, UX research, Wireframing

Tools: FigJam, Figma, Figma Slides, Figma Slides, Notion, Optimal Workshop, Photoshop, Usability Hub

EDUCATION

Certification in Aglie Product Development | Tech Fleet   Oct 2024 - Nov 2025

Certification in UX/UI Design | Careerfoundry

MA in Cinematography & Film Production | MET Film School