

Shandin Harper

UX/Product Design Leader | 15+ Years in Consumer & Enterprise Software

Expert in Full UX Lifecycle | Mentor & Cross-Functional Collaborator

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Summary

Seasoned UX/Product Design Leader with 15+ years delivering user-centered design for both enterprise and consumer experiences. Proven track record driving end-to-end product design across high-stakes industries including logistics, healthcare, and tech. Adept at leading cross-functional teams, mentoring junior designers, building scalable design systems, and aligning user needs with business goals. Experienced in user research, moderated testing, UI pattern libraries, interaction design, and post-release feedback loops. Passionate about elevating team performance and bridging the gap between design and development.

Leadership & Strategy Highlights

- Led UX efforts across 100+ projects, from concept to implementation.
- Mentored junior UX designers and supported front-end developers on design/code challenges.
- Spearheaded creation of design systems and enterprise-wide pattern libraries at Expeditors.
- Championed usability testing initiatives and conducted moderated sessions.
- Evangelized UX principles and psychology through internal talks and training.
- Partnered with developers and analysts to resolve technical constraints with user-first solutions.

Professional Experience

UX Designer

Expeditors (Global Logistics Service) — Apr 2015 – Present

Lead UX initiatives for internal high-data web applications. Deliver user research, prototypes, and user flows across the full UX lifecycle. Conduct usability testing, design system components, and collaborate closely with analysts and developers. Mentor junior UX staff and promote enterprise-wide UX patterns and training.

UX Designer

Premiera Blue Cross — Jun 2012 – Apr 2015

Collaborated with senior executives and developers to deliver responsive user interfaces across healthcare applications. Created wireframes, specifications, and conducted user testing. Implemented designs with JQuery and Bootstrap.

User Interface Designer

T-Mobile — Oct 2011 – Jun 2012

Led visual design for mobile and desktop applications. Delivered UI assets including typography, icons, and animations for iOS, Android, and Windows apps.

User Interface Designer

Microsoft Business Division — Feb 2011 – Oct 2011

Created high-fidelity mockups and production-ready assets. Built a web portal to modernize internal communication and enable sales enablement.

Lead UI Designer

Bsquare Corporation — Oct 2010 – Feb 2011

Designed gesture-based UI for Coke Freestyle touchscreens. Created prototypes and media-rich designs for tablet-based magazine readers.

Earlier Roles

Held multiple UI/UX and media design roles from 2000–2010 across companies including Microsoft, Boeing, Army National Guard, and startups. Delivered interactive training, game design, media production, and early mobile UX projects. Managed budgets, led teams, and modernized legacy design processes.

Tools & Skills

I'm proficient in design tools like Figma and Sketch, but I often prefer to hand-code my prototypes using HTML, CSS, Angular, and Bootstrap. This approach allows me to collaborate more effectively with developers, accelerate implementation, and preserve the integrity of my design vision. By bridging the gap between design and development, I help ensure that what gets built reflects what was intended—without wasted cycles or translation loss.

UX Research, Interaction Design, Design Systems, Prototyping, Usability Testing, UI Patterns, Figma, Adobe Creative Suite, HTML/CSS/JS, Angular, Bootstrap, Agile Collaboration, Mentoring, Accessibility Standards