

Daniel Fitzpatrick

Product Designer

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Experienced Senior Product Designer passionate about driving innovation and creating user-centric solutions for growing startups. Proven track record designing products from 0 to 1, building design systems, and supporting product and engineering teams as they grow.

Experience

Senior Product Designer

Stord

May 2024 – Present

- Lead design efforts for both order and warehouse management software, working across teams to build the best possible fulfillment experience for our brands.

Senior Product Designer *1st designer*

Parade.ai

March 2022 – March 2024

- Collaborated cross-functionally from discovery to iteration, enhancing functionality and user experience across the existing Parade Capacity Management platform.
- Simplified rules engine, boosting digital transactions by over 50% for enterprise clients while aligning the UX to their way of thinking.
- Led rapid prototyping of the first generative AI, quadrupling quote conversions from carrier inquiries and getting into production in two months.
- Spearheaded new design system adoption, ensuring future scalability and consistency

Product Designer *2nd designer*

Corvus Insurance Holdings, Inc.

March 2018 – March 2022

- Designed cyber underwriting tool, streamlining quote creation and enhancing underwriter efficiency for three different product lines.
- With a mix of data science and usability enhancements, created a broker application that could be completed in minutes rather than hours at a time when ease of use mattered most.
- Integrated IT security scan data into actionable reports, informing policy decisions and risk assessments by underwriters, and enabling brokers to explain and sell cyber insurance to their clients.
- Iteratively improved internal underwriting and admin tools based on user feedback, fostering continuous enhancement.

User Experience Designer *1st designer*

SmashFly Technologies

December 2014 – March 2018

- Led UX/UI efforts, modernizing the enterprise recruitment marketing platform and owning end-to-end design processes.
- Established and maintained component library, iconography, and style guide
- Supported the design needs across three product teams, working closely with product management and engineering to manage our roadmap.

UX/UI Designer

Bullhorn, Inc.

June 2013 – December 2014

- Guided user-centric approach, modernizing our applicant tracking system and optimizing recruiter workflows.
- Formalized style guide and maintained production CSS for SaaS application

Education

Rhode Island School of Design

Bachelor of Fine Arts, Graphic Design

September 2003 – June 2007

Design & Methodologies

- User-Centered Design
- Design Thinking
- Iterative Design
- Information Architecture
- Interaction Design
- Visual Design
- Design Systems
- Wireframing and Mockups
- Rapid Prototyping
- Accessibility Design

Data & Analysis

- Data-Driven Design
- Analytics and Data Interpretation
- User Persona Development
- User Research
- Usability Testing

Collaboration & Development

- Problem Solving
- Cross-Functional Collaboration
- Product Development Lifecycle
- Agile Methodologies
- Prototyping Tools (Figma, Sketch, Adobe Creative Suite)
- HTML/CSS Expertise