

ANGELA CLEMONS

Senior UX/UI Designer | Design Program Lead | PMP Candidate

angelaclemonsux.com | angela.b.clemons@gmail.com | 256-581-5277 | linkedin.com/in/angela-clemons

Remote | Open to International

PROFESSIONAL SUMMARY

Senior UX/UI Designer with 10+ years delivering user-centered products at scale across gaming, healthcare, enterprise, and defense, including AAA titles at Rockstar Games (Red Dead Redemption 2) and Epic Games (Fortnite), and enterprise platforms at Amazon (L5) and Mayo Clinic. Experienced in design systems, cross-functional team leadership, agile methodologies, and end-to-end product ownership. Pursuing PMP certification and a Bachelor of Business (Project Management) with a deliberate path toward design leadership and program management.

EXPERIENCE

UX/UI Web Designer | Ignite Studio, LLC | Remote *Dec 2025 - Present | Contract*

- Lead end-to-end UX/UI design across multiple simultaneous client engagements, delivering Figma prototypes, design systems, UX audits, and Wix/WordPress implementation on compressed timelines.
- Executed full redesigns for Replay Brewing and BestMind, applying user research and conversion-focused design to increase clarity and engagement.
- Manage agile sprint deliverables, stakeholder communication, and documentation in monday.com, applying PM principles across multi-client contract workflow.

User Experience Specialist | LP Building Solutions | Remote *Jun 2025 - Oct 2025 | Contract*

- Led UX strategy for ServiceNow ITSM portal redesign, mapped employee journeys, redesigned intake forms, and optimized knowledge search to reduce ticket friction and IT back-and-forth.
- Delivered information architecture improvements and interaction design across high-volume enterprise workflows serving thousands of internal users.

Senior Digital Designer | Mayo Clinic | Remote *Jan 2025 - May 2025 | Contract*

- Led UX design for Mayo Clinic's patient dashboard serving millions of users, designed task-based views for appointments, test results, and care management using data-heavy design patterns.
- Built scalable design system components (cards, charts, progress indicators), enabling faster cross-team feature delivery across the public platform.

Senior UX/UI Designer | Higher Echelon | Huntsville, AL *Jul 2023 - Nov 2024*

- Led UX/UI design for web and immersive VR experiences, including a pediatric Virtual Clinic, increased user engagement 30% through validated design principles, iterative usability testing, and cross-functional collaboration.
- Established UX research frameworks and design standards adopted across the team, improving design-to-development handoff efficiency.

UX/UI Designer | Los Alamos National Laboratory | Remote *Mar 2023 - Jul 2023 | Contract*

- Established UX research and design standards via reusable templates and SOPs; redesigned onboarding into an interactive LMS, reduced training time 30% and project timelines 25% through user research, information architecture, and workshop facilitation.

L5 UX/UI Designer | Amazon | Remote *Nov 2021 - Mar 2023*

- Delivered UX/UI design and front-end development for Amazon Internal Creative Services and Amazon One Medical, improved platform adoption 40%, reduced user complaints 15%, and saved 100+ hours/month through process optimization and wiki restructuring.
- Partnered with PMs and engineers across global programs, translating complex clinical and operational workflows into intuitive, accessible user interfaces.

UX/UI Designer | Mass Virtual | Remote *Jun 2021 - Nov 2021 | Contract*

- Designed gamified LMS and VR training dashboards for student and instructor audiences, drove 49% engagement growth through user research, data visualization design, and iterative usability testing.

UX Project Manager | 3-GIS | Decatur, AL

Nov 2020 - Jun 2021

- Led cross-functional product team through web application redesign, conducted user interviews, delivered UX research findings, managed stakeholder expectations, and shipped mockups on time and within budget, improving engagement 15% and user satisfaction 20%.

UX Developer | Rockstar Games | New York, NY

Oct 2017 - Mar 2018 | Contract

Project: Red Dead Redemption 2

- Designed player-facing UX features for one of the highest-grossing game launches in history, led iterative design and post-launch UX enhancements using player feedback loops, boosting user satisfaction 30% and retention through research-driven improvements.

QA & UX Tester | Epic Games | Cary, NC

May 2017 - Sep 2017 | Contract

Project: Fortnite

- Conducted UX testing and bug identification for Fortnite pre-launch and launch, delivered player experience insights that improved gameplay stability and user satisfaction 10%.

Software Engineer | Technology Service Corp | Huntsville, AL

Aug 2018 - May 2020

- Led mobile application development and UX for cross-platform field operations tool, implemented CI/CD pipelines, agile Scrum methodology, and mentored junior engineers while delivering real-time data visualization solutions under defense-grade requirements.

Creative Director | Spark Industries Robotics | Harvest, AL

Aug 2011 - May 2017

- Directed 25-person design and engineering team developing automation and robotics UX solutions, established Boeing partnership, led strategic product design, and increased operator efficiency 35% through user-centered interface design across agriculture and automotive sectors.

NOTABLE PROJECTS

Project Manager & UX Lead | Mythic Merchants -- Lazy Lion Games | PC Game, Live on Steam

Nov 2024 - Mar 2025

- End-to-end product ownership on a commercially shipped PC game, led cross-functional team through pre-production to Steam launch, applying agile PM, UX design, and stakeholder management across the full product lifecycle.

SKILLS & TOOLS

UX/UI Design: User research, wireframing, prototyping, usability testing, information architecture, design systems, interaction design, accessibility (WCAG), design thinking

Design Tools: Figma (7+ yrs), Adobe Creative Suite (10+ yrs), Sketch, Power BI

Development: C++, C#, JavaScript, Python, React, Node.js, Next.js, HTML/CSS, ServiceNow, SQL

Game Development: Unity, Unreal Engine, game UX/UI, player experience design, VR/XR

PM & Agile: Jira, Asana, monday.com, Agile (Scrum/Kanban), CI/CD, PMBOK 7, program management, sprint planning, stakeholder management

Platforms: Web, iOS, Android, VR/XR, embedded systems

Languages: English (native), EU Portuguese (intermediate), Japanese (beginner)

EDUCATION & CERTIFICATIONS

Bachelor of Business Administration -- Concentration: Project Management

Capella University | In Progress

PMP Certification (PMBOK 7) -- In Progress | Scrum Master Certification (CSM) -- In Progress