

Maureen Kelly

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Summary

Interaction designer with 20 years experience designing software that works the way users do. Portfolio available at www.maureenkelly.com.

Experience

Feb 2021 - Present

SentinelOne / Mountain View, CA

Senior UX Designer

Led design for DataSet (previously Scalyr), a stand-alone data analytics application in SentinelOne's product suite. Proposed schema-based enhancements to the framework, to make the UX more relevant for security users.

Jan 2020 - Feb 2021

Scalyr (acquired by SentinelOne) / San Mateo, CA

Senior UX Designer

Sole UX designer for a high-performance log search and monitoring tool.

May 2014 - Aug 2019

Palo Alto Networks / Santa Clara, CA

Senior UX Designer, UX Architect

Led feature design for multiple security products targeted at technical users. Helped grow UX from a single designer stretched across multiple products to a team of 18. Mentored junior designers. Created the company's first styleguide to drive consistency across products. Initiated development of a component library to further improve consistency while bringing greater efficiency to cross-product UI development.

Jan 2012 - May 2014

oDesk (now Upwork) / Redwood City, CA

Senior UI Designer

Developed a pattern library to bring consistency to oDesk's 150-screen product, and to make it easier to extend and maintain. Worked collaboratively with product managers and developers to design features across the site.

Feb - Nov, 2011

FanSnap (acquired by SeatGeek) / Palo Alto, CA

Director of UI Design

Led UI design efforts at FanSnap, a vertical search engine for finding event tickets and comparing them on an interactive seat map.

- Worked with product managers to define and prioritize features.
- Partnered with engineers to implement features; built out production-ready HTML and CSS.

2006 - 2011

Guidewire / San Mateo, CA

Senior Interaction Designer

Sole UI designer and usability researcher for an enterprise software company. Responsible for the UI of Guidewire's three web-based applications and their underlying platform. Conducted

research to understand users and their needs. Collaborated with product managers and developers to design and build new features. Championed ways to improve the user experience of Guidewire's product suite.

Jan - March, 2005

Adify (acquired by Cox enterprises) / San Mateo, CA**Senior UI Designer**

In three months, designed the 1.0 version of a web-based product that facilitates self-service online advertising.

2004 - 2005

TiVo / Alviso, CA**Web Interface Designer**

Created user interfaces for TiVo Web-based and PC applications. Led design through initial concept, prototyping, and implementation.

- Designed for various platforms and technologies -- Web (HTML, Javascript, AJAX, CSS), PC, mobile, and television.
 - Worked closely with product management to define features that users value.
 - Created wireframes and high-fidelity HTML prototypes to communicate and test design concepts.
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2002 - 2004

Spoke Software / Palo Alto, CA**Product Manager, User Experience (Contractor)**

Responsible for improving the user experience of Spoke's product line, a web-based enterprise application suite that helps sales professionals network more effectively.

- Worked with product managers to define and articulate design goals, user assumptions, and use cases.
 - Developed and iterated low-fidelity and high-fidelity UI mockups for proposed functionality, assimilating feedback from various stakeholders.
 - Created and maintained a style guide for consistent implementation of design standards.
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1999-2001

Kana / Redwood City, CA**Manager, Research and Usability (2000 - 2001)**

Initiated, planned, and executed research studies to ensure that Kana products met and exceeded user needs. Methods included field observation, semi-structured interviews, surveys, paper-based prototype testing, and usability testing.

UI Design and Usability Specialist (1999 - 2000)

Managed all phases of user research and design for the web-based and Windows-based versions of the company's flagship product, an expert-friendly application requiring high-performance user interaction. Conducted user research to identify improvements with the greatest potential impact on the product's usefulness and usability.

1994-1999

AchieveGlobal (Formerly Zenger Miller) / San Jose, CA**Product Designer (1995 - 1999)**

Designed and wrote off-the-shelf classroom training programs that teach leadership skills in the workplace. Project manager and lead designer for the company's first multimedia product. Managed all phases of development, including instructional design, interface design, and user testing.

Education

1986-1990

Wellesley College
B.A. in Philosophy