

PAULINE GEFIN

Product Designer

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PROFESSIONAL SUMMARY

Strategic Product Designer with 2+ years in UX and 10+ years of cross-functional experience designing user-centric, accessible web experiences. Skilled in problem-solving, translating research insights into flows, and iterating on high-fidelity UI design. Thrives in agile environments, collaborating across teams to deliver intuitive solutions.

UX WORK EXPERIENCE

Foundation for Intentional Community

Product Designer

Apr 2025 – Present | US (Remote)

- Spearheaded the design of user flows for 4 customer segments across the entire CX lifecycle, enhancing information architecture and creating intuitive user experiences.
- Streamlined the development lifecycle by translating product requirements into clear design specifications and dev-ready tickets, enabling smooth collaboration and consistent implementation across platforms.

Lead UX Designer

Oct 2024 – Apr 2025 | US (Remote)

- Designed 70+ high-fidelity mockups for 2 breakpoints by incorporating feedback and best practices to ensure brand consistency and a smooth hand-off to developers.
- Transformed a complex directory with 40+ filters into a user-friendly, scalable user experience, refining navigation and implementing innovative solutions to enhance accessibility for 500K+ users.
- Initiate a CX Funnel Workshop by collaborating with +10 stakeholders to align priorities and generate actionable insights that inform user flows and user experience strategy.
- Developed a style guide with +100 elements to ensure scalability, consistency, and alignment throughout the development process.

Tech Fleet

Lead UX Researcher

Apr 2024 – Sep 2024 | US (Remote)

- Extracted 4 actionable insights from 8 user interviews by analyzing user behavior and preferences to identify user needs and pain points across key user flows.
- Presented 8 recommendations from extracted qualitative and quantitative data to cross-functional teams, shaping product strategy and aligning design decisions with business and user needs.
- Developed a usability test plan, screener survey, and discussion guide to enhance user feedback collection and drive iterative design improvements.

VOLUNTEERING & LEADERSHIP

Tech Fleet

Agile Coach

Apr 2025 – Present | US (Remote)

- Facilitated workshops to strengthen collaboration, communication, and alignment in fast-paced environments, introducing agile methods that foster mentorship, establish feedback loops, and support iterative delivery workflow.

EDUCATION

UX/UI Design Bootcamp at *CareerFoundry*

Apr 2023 – Jan 2024

Master's Film Production at *MET Film School*

Oct 2014 – Nov 2015

SKILLS & TOOLS

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

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