

# Liam Willey

**User Experience Designer** leveraging 7 years of experience in B2B and B2C companies to craft intuitive and impactful solutions through purposeful experiences and data-driven decisions.

Portfolio  
[theliamwilley.com](http://theliamwilley.com)

Email  
[l.willey.ux@gmail.com](mailto:l.willey.ux@gmail.com)

## User Experience Designer at [USI Inc.](#) • Apr - Dec 2024

- Led the design and implementation of industry-leading sales tools, boosting client acquisition and retention rates by 34%
- Redesigned client-facing presentation tools, reducing preparation time by 8-10 hours per week.
- Built robust information architecture for both new and redesigned products, improving navigability by 23%.
- Introduced feature documentation standards to enhance cross-functional collaboration and reduce miscommunications.
- Conducted QA analysis for sprint-based releases, identifying and resolving 70% of design-related issues pre-launch.

## User Experience Designer at [Google](#) • Nov 2022 - Nov 2023

- Designed and maintained features for partner-facing applications, increasing upload completion rates by 28%.
- Updated the delivery methods for user surveys, increasing survey completion rates by 80%.
- Conducted comprehensive user research surveys and partner interviews, synthesizing insights to inform product roadmaps.
- Collaborated with engineering teams to deliver high-fidelity prototypes and MVPs, reducing time-to-market by 1.5 weeks.
- Developed user journey documentation that streamlined onboarding processes, improving efficiency by 10%.

## Product Designer at [Renovation Exchange](#) • Mar - Oct 2022

- Executed a full design overhaul of an existing application, resulting in a 50% increase in user satisfaction ratings.
- Developed user personas, stakeholder requirements, and pain point analyses to drive data-informed design decisions.
- Defined brand guidelines and styles to maintain design consistency in pixel-perfect design deliverables in feature rollouts.
- Led comprehensive user research survey and interviews, synthesizing insights to inform product roadmaps.

## User Experience Designer at [Apple](#) • Mar 2021 - Mar 2022

- Led the design of internal applications, improving task completion times by 24%.
- Conducted usability testing and stakeholder interviews to validate design solutions and prioritize features.
- Delivered end-to-end user research, information architecture, and interface designs for cross-functional adoption.
- Collaborated with organizational leadership to align design strategies with broader business objectives.

## Skills

<b>UX Design</b>	<b>User Research</b>
<b>UI Design</b>	<b>Usability Testing</b>
<b>Design Thinking</b>	<b>QA Testing</b>
<b>Persona Developing</b>	<b>Info Architecture</b>
<b>Interaction Design</b>	<b>Presentations</b>
<b>Design Strategy</b>	<b>Communication</b>

## Software

<b>Figma</b>	<b>Sketch</b>
<b>Loom</b>	<b>ChatGPT</b>
<b>Adobe XD</b>	<b>Adobe PS</b>
<b>G Suite</b>	<b>Microsoft 365</b>

## Education

**Certificate in User Experience and Interface Design**  
General Assembly, 2018

**Certificate in Full-Stack Development**  
Actualize, 2016

## Additional Highlights

**Adobe x GA Creative Jam**  
Singapore, 2019  
Create thriving neighborhoods in Singapore. Collaboration between designers and innovators to develop mobile app prototypes aimed at enhancing life in Singapore's neighborhoods.

**EdTech Hackathon**  
San Francisco, CA 2018  
Collaborated to design and deliver a successful solution for theweather.com, implemented by the client post-event to drive greater user engagement.