

Haley Mitchell

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Summary

UX/UI Product Designer with 7 years of experience designing complex B2B SaaS and enterprise experiences. Skilled in wireframing, prototyping, design systems, data-rich interfaces, usability feedback, developer handoff, and QA. Experienced using AI tools like Claude and ChatGPT alongside Lovable for AI-assisted prototyping and vibe coding to rapidly explore and refine interactive product concepts.

Education

Cogswell Polytechnical College - San Jose, CA

2018

Bachelor of Arts in Digital Arts & Animation

PIXAR Studios (Animation Collaborative) - Emeryville, CA

- 12-week masterclass with Senior Storyboard Artist Austin Madison
- 12-week masterclass with Senior Concept Artist Albert Lozano

Tools: Figma · FigJam · Lovable · ChatGPT · Claude · Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere Pro, Adobe XD) · Sketch · Zeplin · Autodesk Maya

Core Skills: Product Design · UX/UI Design · User Journeys · Wireframing · Prototyping · AI-Assisted Prototyping · Vibe Coding · Design Systems · Component Libraries · Usability Testing · Developer Handoff · Design QA · Visual Design · Motion Design · Microinteractions · Cross-Functional Collaboration

Experience

TIBCO Software / Cloud Software Group, Santa Clara, CA

2019 - 2025

Product Designer – UX/UI, Visual & Motion Design

- Designed complex B2B SaaS and enterprise product experiences across dashboards, workflows, navigation systems, and marketing platforms, translating UX concepts and wireframes into polished, dev-ready interfaces.
- Partnered with product managers, engineers, stakeholders, marketers, and designers to clarify requirements, map workflows, and turn complex technical problems into structured user experiences.
- Created user journeys, wireframes, interactive prototypes, high-fidelity UI, and reusable design patterns for data-heavy and technical enterprise workflows.
- Built and maintained scalable Figma design systems, including reusable components, variants, design tokens, interaction states, responsive patterns, and shared UI libraries.
- Used Lovable for AI-assisted prototyping and vibe coding, turning design concepts into interactive experiences and refining color, hover states, and motion through iterative prompting.
- Reviewed usability feedback from real users, synthesized findings, and iterated designs based on testing insights, stakeholder input, and product requirements.
- Prepared developer-ready specs, documented interaction and motion states, collaborated closely with engineering through implementation, and reviewed builds for accuracy, usability, and consistency.
- Designed UX motion, micro-interactions, loading states, empty states, and reusable motion patterns across product, brand, and marketing experiences.

TIBCO Software, Palo Alto, CA

2018 - 2019

UX Visual Designer Intern

- Supported product and UX teams in wireframing and prototyping interface improvements across enterprise software tools.
- Assisted in usability testing and analysis of user feedback to inform interface design decisions and improve product workflows.