

Haley Mitchell

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Summary

UX/UI Product Designer with 7 years of experience creating B2B SaaS and digital product experiences across enterprise software, web, and marketing platforms. Skilled in user journeys, wireframing, prototyping, design systems, usability feedback, developer handoff, and QA, with a focus on turning complex workflows into clear, scalable, dev-ready interfaces.

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 · Adobe Creative Suite (Photoshop, Illustrator, After Effects, Premiere Pro, Adobe XD) · Sketch app · Zeplin · Autodesk Maya

Core Skills: Product Design · UX/UI Design · User Journeys · Wireframing · Prototyping · Design Systems · Component Libraries · Usability Testing · Developer Handoff · Design QA · Visual Design · Motion Design · Microinteraction · Cross-functional Collaboration

Experience

TIBCO Software / Cloud Software Group, Santa Clara, CA

2019 - 2025

Product Designer – UX/UI & Motion Graphics

- Designed product and digital experiences across enterprise software, web platforms, and marketing initiatives, translating UX concepts and wireframes into polished UI, dev-ready specs, and implementation QA.
- Partnered with product managers, stakeholders, engineers, marketers, and designers to define user needs, map workflows, and translate complex requirements into clear product experiences.
- Created user journeys, wireframes, prototypes, and high-fidelity UI designs to improve usability, clarify product flows, and support technical enterprise workflows.
- Built and maintained scalable Figma design systems, including reusable components, variants, design tokens, responsive patterns, and shared UI libraries.
- Reviewed usability feedback from real users, documented findings, and iterated designs based on testing insights, stakeholder input, and product requirements.
- Prepared dev-ready designs, documented interaction states, supported engineering handoff, and reviewed builds for visual accuracy, usability, and system alignment.
- Designed UX motion, micro-interactions, loading states, empty states, and reusable motion patterns for 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.
- Collaborated with cross-functional teams to deliver production-ready interface designs aligned with product and user experience goals.