

SARAH GEAR

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Lead Product Designer & Researcher

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PROFESSIONAL EXPERIENCE

Director, UX & Creative

Jun - Dec 2023

The Connected Pet Company, Remote

I led a cross-functional team to deliver an innovative and visually compelling re-design of Toto, the pet insurance branch of the company. I successfully translated business objectives into creative strategies, resulting in impactful brand identities and engaging user experiences.

Senior Design Strategist

Jan 2022 - 2023

Forge Harmonic, Remote

I led the efforts for product design and UX for a healthcare client building B2B internal software for privately owned medical practices. As a design strategist, I worked with clients to research, create, and validate future concept visions.

Co-Founder & Lead Product Designer

Jun 2020 - Dec 2021

Moss, Remote

A healthcare and wellness design studio that worked with startups innovating and building products for women. We facilitated the creation of design mockups, prototypes, pitch decks, and any necessary assets to help raise funding for various stages, including acceptance into Y Combinator.

Senior Product Designer & Researcher

Jan 2020 - Jun 2020

Goodmaker, Remote

Goodmaker is a small studio that helps companies scale their design teams and products. As a multifaceted designer, I assisted Goodmaker with their various clients to create user-centered design solutions.

Melon, Lead UX Designer & Researcher: Melon is an agency in Chicago that offers digital solutions including strategy, design, and implementation. I collaborated with another UX designer on a project for a major wholesale distribution business for electrical, communications and data networking products. I led the research & strategy to analyze the current market, moderated user testing sessions, and provided recommendations.

Designer

Aug 2019 - Jun 2020

Grand Studio, Chicago/Remote

Grand Studio is a digital strategy and product design consultancy that works with companies to solve business challenges using user-centered design and research. As a part of a multidisciplinary design team, I collaborated with my team to create an internal tool that improves scheduling and communication. I led the development and implementation of the design system that established the framework for present and future design iterations as well as formalized the developer handoff process.

Product Designer

Feb - July 2019

Figo Pet Insurance, Chicago

I owned the end-to-end ideation, research, and execution of the Figo Pet Cloud desktop application and mobile onboarding process. I built the initial framework for Figo's design system to assist in supporting its evolving visual language. Among my responsibilities, I collaborate with the creative director to develop component usage guidelines, patterns, and documentation.

PROJECTS & COMMUNITY INVOLVEMENT

Latinxs Who Design

Sept 2018 - Present

Launched on Product Hunt as #3 product of the day, Latinxs Who Design is a living directory of thriving Latinx designers around the world. Initiated by designer, Pablo Stanley, I work alongside Pablo to manage incoming and current profiles, future site features, and community management.

Moss & Friends

Jan 2021 - Dec 2022

I was the co-host of the Moss & Friends podcast, we released a monthly episode where we chat with friends within our network about all things healthcare and wellness, and the impact design has on improving the experiences we face.

Adobe Live

Oct 2020

I was a guest on a two day Adobe Live stream walking designers through my process and how I think when building out a design system library. You can check out the recorded streams here, [day 1](#) & [day 2](#).

Primary Design Collective

Jun 2019 - 2020

A grassroots design community founded by fellow Epicurrence peers that focused on the development of our design skills through practice. Our goal was to promote growth as a community and design skills through social impact initiatives.

EDUCATION

Rosalind Franklin University of Medicine and Science

Aug 2011 - May 2015

Benedictine University

Graduated May 2011

B.Sc. Biology

SKILLS

UX

Domain research
User interviews
Wireframing
User testing
User personas
Site/app maps

UI

Responsive design
Interaction design
High fidelity mockups
Prototyping
Visual competitive analysis
Design systems

Tools

Figma
Sketch
Adobe CC
InVision
Principle
Zeplin

Languages

Spanish, fluent
Arabic, limited proficiency
HTML5
CSS3