

EMAN FAULKNER

Senior Product Designer | UI/UX Designer | Design Systems

[Portfolio Website](#)

[LinkedIn Profile](#)

Atlanta, GA, USA

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PROFESSIONAL SUMMARY

Senior Product Designer with 9+ years of experience designing enterprise SaaS, insurance, AI, and mobile products across web and mobile platforms. Specialized in design systems, accessibility, UX strategy, and scalable user experiences for enterprise organizations. Proven track record collaborating with cross-functional teams to deliver user-centered solutions, streamline workflows, and establish cohesive design languages across complex products.

CORE SKILLS

Product Design

- UX/UI Design
- Product Design
- Design Systems
- UX Strategy
- Wireframing
- Prototyping
- User Flows
- Information Architecture
- Interaction Design
- Accessibility (ADA/WCAG)

Research & Collaboration

- User Research
- Usability Testing
- Cross-functional Collaboration
- Stakeholder Presentations
- Competitive Analysis
- Design Workshops

Tools

- Figma
- Adobe Creative Suite
- Sketch
- Miro
- Jira
- InVision
- Zeplin
- Adobe XD

Industry Experience

- Enterprise SaaS
- Insurance
- AI Products
- Mobile Applications
- CMS Platforms

SELECTED CASE STUDIES

- [Claims Experience Redesign — USAA](#)
 - [Investigate Platform — Veritone](#)
 - [Award-Winning Mobile Product Design — MEDL Mobile](#)
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PROFESSIONAL EXPERIENCE

American Family Insurance — UI/UX Designer

Madison, WI, USA | March 2025 – December 2025

- Contributed to the Enterprise Design System used across the American Family Insurance organization
 - Co-developed scalable design token architecture for typography, color, and theming across enterprise products
 - Designed and standardized UI components using Material 3 and MUI frameworks
 - Helped build and enhance 28 of 45 enterprise design system components
 - Refactored and completed 23 of 27 enterprise design tokens to improve consistency and scalability
 - Collaborated closely with cross-functional teams including developers, stakeholders, and product teams to streamline implementation workflows
 - Supported accessible and brand-consistent experiences across enterprise digital products
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Veritone — Lead UI/UX Designer

Irvine, CA, USA | February 2022 – April 2024

- Led UX redesign efforts for Tracker, improving usability and establishing a unified design language across GLC applications
 - Spearheaded wireframing, prototyping, and UX strategy for Tracker and Investigate product initiatives
 - Designed scalable enterprise workflows for Investigate, a centralized platform supporting government, legal, and compliance teams
 - Partnered with stakeholders, engineers, and product teams to deliver cohesive user experiences across AI-driven applications
 - Created high-fidelity prototypes and design systems to improve product consistency and development handoff
 - Championed accessibility and usability best practices across enterprise SaaS products
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USAA — Senior UI/UX Designer

San Antonio, TX, USA | February 2021 – December 2021

- Presented UX strategies, concepts, and design solutions to enterprise stakeholders and cross-functional teams
 - Conducted user research and usability testing initiatives for Claims Center workflows to improve touchless claims experiences
 - Identified usability pain points through competitive analysis, stakeholder feedback, and adjuster research sessions
 - Defined research goals and contributed to user-centered testing strategies for claims-related digital products
 - Implemented Reveille Design System standards across Roadside Assistance, Windshield Claims, and Claims Hub experiences
 - Ensured compliance with accessibility, legal, and brand standards across mobile and desktop platforms
 - Collaborated with developers and product teams to resolve UX and technical design challenges
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Cercacor Laboratories — UI/UX Designer

Irvine, CA, USA | September 2019 – November 2020

- Designed mobile experiences for iOS and Android healthcare applications
 - Created wireframes, prototypes, UX specifications, and visual assets to support software development workflows
 - Collaborated with UX researchers, interaction designers, and engineers to improve product usability and consistency
 - Led initiatives to establish reusable components, symbols, and scalable design library practices
 - Produced flowcharts and interaction models to support product strategy and implementation
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MEDL Mobile — UI/UX Designer

Irvine, CA, USA | January 2016 – May 2019

- Progressed from entry-level to lead UI/UX responsibilities within a fast-paced production environment

- Designed and launched 12 mobile applications within a two-year period across entertainment, immersive media, and consumer products
 - Contributed creative concepts that helped secure high-profile client accounts including Dreamscape Immersive, Saucony, and Game Show Network
 - Created award-winning design work that contributed to 11 Orange County Addy Awards over three years
 - Produced wireframes, prototypes, branding assets, animations, and visual design systems for mobile experiences
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EDUCATION

The University of the Arts — Bachelor of Fine Arts (BFA), Animation

Philadelphia, PA, USA

- Specialized in film and animation within the Media Arts program
 - Developed foundations in visual design, storytelling, character design, and digital media production
 - Awarded the 2008 Animation Abroad Scholarship to France, including participation in the Annecy Film Festival
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AWARDS

Orange County Addy Awards

- Contributed to 11 award-winning projects at MEDL Mobile

Animation Abroad Scholarship — 2008

- Awarded by The University of the Arts for international animation studies in France