

Kayla Huffman

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EXPERIENCE

Quest Analytics, Remote – Product Designer

MAY 2023 – PRESENT

- Drove end-to-end design from research to high-fidelity prototypes across core products, delivering polished, on-brand consumer-facing experiences.
- Spearheaded adoption of a scalable design system, implementing team-wide within a year to ensure consistency across formats and platforms.
- Led an accessibility audit and integrated inclusive design practices into workflows, ensuring products met global usability standards.
- Partnered with PMs, engineers, and stakeholders to define product strategy and align on solutions through cross-functional collaboration.
- Restructured information architecture to improve content clarity, navigating ambiguity to find intuitive solutions without a clear precedent.
- Facilitated design reviews and cross-functional workshops, actively seeking feedback to elevate craft and foster innovation.
- Leveraged vibe coding tools—Claude Code, Cursor, and v0—to rapidly prototype functional UI concepts, bridging the gap between design and engineering and accelerating feedback cycles.

Meta, Remote – Product Designer

NOVEMBER 2021 – JANUARY 2023

- Designed scalable, accessible consumer experiences across VR, web, and mobile (iOS & Android), ensuring solutions felt native and polished across platforms.
- Led discovery sessions to uncover user needs and shape product direction, partnering with research teams to scope ongoing studies.
- Developed personas, journey maps, wireframes, and interactive prototypes to guide product development through visual explorations.
- Presented design solutions to cross-functional teams including PMs, engineers, and data scientists for feedback and strategic alignment.

Tubman, Remote – UX/UI Designer

SEPTEMBER 2021 – FEBRUARY 2022

- Performed content audits to inform design ideation, developing solutions from sketches to high-fidelity wireframes with a focus on accessibility.
- Collaborated closely with engineering to ensure technical feasibility and maintain design quality across delivered features.

Tutoria, Remote – UX/UI Designer

MARCH 2021 – SEPTEMBER 2021

- Conducted user research, usability testing, and full design iterations from wireframes to prototypes, informing consumer-facing product decisions.
- Ensured all designs adhered to ADA/WCAG accessibility standards, designing with inclusivity at the forefront for a global user base.

SKILLS

_Content Strategy
_Interaction Design
_Mobile Design
_Rapid Prototyping
_Storytelling
_Usability Testing
_User Flows
_User Research
_Visual Design
_Web & VR Design

TECHNOLOGIES

_Adobe Creative Suite
_Asana
_ChatGPT
_Claude Code
_Cursor
_Figma
_FullStory
_HTML/CSS
_Invision
_Miro
_Maze
_Pendo
_UX Pilot
_v0 by Vercel

EDUCATION

General Assembly

_Certificate in
_User Experience
_Design – 2021

_University of
_North Carolina at
_Greensboro –
_Bachelor of Arts
_in Political
_Science – 2016

