Jeremy Randall

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Professional Summary

Product Designer experienced in taking products from discovery through launch. Skilled in UX, design systems, and partnering cross functionally to ship great user experiences.

Work Experience

Product Designer - LurqAI

Austin, TX · March 2026 - Present

- Audited the recruiter journey end to end, from resume upload through launched outbound campaign, to identify friction points and prioritize fixes.
- Redesigned the campaign creation flow into a single guided experience, removing manual steps
- Rebuilt the candidate dashboard with sorting, filtering, and status indicators, helping recruiters triage candidates and track outreach faster.
- Designed a full Campaigns section spanning Overview, Delivery Metrics, and Board View to give recruiters real-time visibility into performance.
- Contributed to scaling weekly campaign volume to 80 and outbound email volume to roughly 700 per week.

Product Designer - LawSphere

Austin, TX · March 2026 - Present

- Audited the product screen by screen, documenting broken flows, functional bugs, and visual inconsistencies to build a prioritized repair roadmap.
- Repaired core user flows end to end, including event creation and content upload, restoring functionality across previously broken paths.
- Established a unified design system, aligning spacing, typography, and components across every screen to bring visual consistency to the product.
- Audited 45+ screens, repaired 4 broken flows, and resolved more than 80 bugs, taking the product from unstable to production-ready.

Product Designer - Splash Technologies

Davis, CA · May 2024 - Sep 2025

- Conducted 100+ interviews with pool owners and technicians to uncover maintenance pain points
- Identified DIY pool owners as the most scalable target persona
- Translated user research into a full PRD and roadmap, then designed and shipped a 0-to-1 consumer mobile application from concept to launch.
- Ran usability testing with early users to validate the experience and guide iteration ahead of wider rollout.
- Converted 52% of beta testers into paying, weekly-active users, validating product-market fit for the app.

Associate Product Designer - PetSwapp

Los Angeles, CA · Nov 2022 - June 2023

- Supported the product lifecycle end to end from early discovery through launch, partnering closely with product management and engineering.
- Created 40+ mockups and onboarding flows aimed at improving new-user activation and driving adoption of key features.
- Authored 200+ user stories and process maps to clarify requirements and keep cross-functional teams aligned on scope.
- Conducted user research to evaluate new opportunities and prioritize the product roadmap based on impact and effort.
- Partnered with engineers throughout implementation to reduce handoff friction and keep delivered work aligned with design intent.
- Maintained agile artifacts in Jira across sprint planning, backlog grooming, and retrospectives.

Product Design Intern - GameGether

Los Angeles, CA · Feb 2019 - June 2020

- Built a foundational design system to standardize components and patterns across releases and reduce inconsistency.
- Mapped end-to-end process flows to align design decisions with engineering constraints and delivery timelines.
- Reduced time-to-launch for new features by establishing reusable design patterns and component templates.
- Conducted early-stage research to evaluate feature opportunities and inform product direction.
- Built high-fidelity wireframes to communicate design intent clearly to engineering and stakeholders.
- Collaborated with cross-functional stakeholders to ensure alignment throughout the product lifecycle.

Selected Projects & Highlights

Redesigned Campaign Flow and Candidate Dashboard **(LurqAI)**

- Problem: Candidate campaign setup is too long and the dashboard lacks sorting functionality
- Solution: Redesigned campaign flow to streamline outreach and a more robust candidate dashboard
- Impact: Grew campaign volume to 80 per week and outreach scaling to 700 emails weekly.

Redesigned Core User Flows and Visual Consistency Fixes **(LawSphere)**

- Problem: Core user flows are broken and incomplete and visual inconsistencies across product
- Solution: Repaired broken user flows and developed a design system to get visual consistency
- Impact: Fixed 4 broken flows, audited and redesigned 45 screens, and resolved over 80 bugs

Validated Product Direction and Shipped a 0-to-1 Mobile App **(Splash Technologies)**

- Problem: No validated direction, PRD, or design exists for software product
- Solution: Validated product direction in user research and implemented a 0-1 design
- Impact: 52% of beta testers converted to paying customers and 97% successful chemical rebalance

Education

B.A. in Design
University of California, Davis · 2021 - 2025

Skills

- **Design & Strategy**: Product design, interaction design, visual design, information architecture, design thinking, design critique facilitation
- **User Research**: Generative & evaluative research, usability testing, interviews, surveys, personas, journey mapping, synthesis
- **Prototyping & Tools**: Figma (advanced), Framer, Miro, Adobe Creative Cloud, Claude Design
- **Frontend & Handoff**: Design systems, basic HTML/CSS, responsive design, accessibility (WCAG)
- **Data & Experimentation**: A/B testing, KPIs, Google Analytics, qualitative → quantitative synthesis
- **Collaboration & Processes**: Agile/Scrum, cross-functional workshops, stakeholder alignment

Certifications

- Google - Foundations of User Experience (UX) Design (Coursera)
- Google - Start the UX Design Process: Empathize, Define, and Ideate (Coursera)