

BLAKE WARNER

UX / Product Designer · AI-Augmented Workflows · SaaS & Mobile

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PROFESSIONAL SUMMARY

UX/Product Designer with 2+ years of professional experience designing SaaS and mobile products used in real production environments. Known for translating complex workflows into clean, research-backed interfaces — from early wireframes to polished prototypes. Actively integrates AI tools into the design process to move faster, explore more solutions, and ship with fewer iterations. Brings a maker's precision to digital products: the same attention to detail used to build screen-accurate cosplay props shows up in every component library and user flow. Seeking a role where design rigor, creative breadth, and AI fluency can contribute to products people actually love using.

EXPERIENCE

UX / Product Designer — Supergreen

2025 – 2026 | Remote

- Designed and iterated on high-fidelity web and mobile interfaces across multiple SaaS products, applying a consistent design system to maintain visual cohesion at scale.
- Translated design direction into wireframes, polished mockups, and interactive prototypes; incorporated feedback from design leads and developers within tight weekly review cycles.
- Documented feature requirements and screen flows before wireframing, reducing back-and-forth with development and improving delivery speed.
- Built responsive designs spanning light/dark mode, messaging, directories, and resource features for both desktop and mobile — maintaining quality across all breakpoints.
- Used AI tools including Claude to accelerate ideation, generate content for prototype testing, and explore design directions faster.

UX Designer — Heroic Development

2024 – 2025 | Hybrid, Poulsbo WA

- Led UX design on 6+ core features for a board management SaaS platform — dashboard, meeting manager, document editor, member manager, and auth flows — from wireframe through stakeholder demo.
- Designed responsive web and mobile interfaces with Figma; built interactive prototypes used directly in investor and stakeholder presentations.
- Conducted competitive analysis across comparable products to identify feature gaps and inform design decisions.
- Collaborated with developers to validate design feasibility, translating wireframes into functional product demos.

UX Design Intern — Heroic Development

Summer 2023 & Senior Capstone 2024 | Hybrid, Poulsbo WA

- Developed high-fidelity SaaS prototypes in Figma supporting product planning and stakeholder communication.
- Created wireframes and interaction flows that contributed to features shipped in the core product.
- Received positive stakeholder feedback on usability, presentation quality, and design–development handoff.

EDUCATION

Bachelor of Arts, User Experience Design — Northwest University

2021 – 2024 | Kirkland, WA

Summa Cum Laude · GPA 3.9 · Minor: Business Management · **User Experience Award 2024 (Top UX Student)**

SKILLS & TOOLS

Design & Research

UX & UI Design (Web + Mobile) · Wireframing & Prototyping · Design Systems & Component Libraries · Responsive & Adaptive Design · Light/Dark Mode · Information Architecture · User Research · Usability Testing · Heuristic Evaluation · Competitive Analysis

Tools & Technology

Figma (Advanced) · FigJam · Blender (3D Modeling & Rendering) · HTML & CSS · Claude / ChatGPT (AI-augmented design) · Maze · Notion · GitHub

Design Approach

Define → Align → Explore → Evaluate → Iterate

NOTABLE PROJECTS & INTERESTS

Physical Making: Designed and 3D-printed full Mandalorian armor worn at Emerald City Comic Con 2025. Finalist, Boeing Museum of Flight Cosplay Contest. Screen-accurate prop replicas modeled in Blender.

Gaming: Active Magic: The Gathering player (Commander, Pre-Release events). D&D and tabletop RPG enthusiast. PC gamer with a deep appreciation for game UI/UX systems, onboarding flows, and player experience design.

REFERENCES

Mike Kushenmiester — Supergreen · mike@supergreen.us

Chris Livdahl — Heroic Development · chris.livdahl@heroicdevelopment.com

Jenni Cyrek — Northwest University · jenni.cyrek@northwestu.edu