CORINNE DIGIOVANNI

PRODUCT & DESIGN LEADER

CONTACT

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TOOLS

Figma/Miro
Mode/Heap
Loom/Slack
Webex/Zoom
Storybook/GitHub
Illustrator/Photoshop
Keynote/Power Point
JIRA/Confluence
Usertesting.com
Linear

SKILLS

UX

Personas
Research plans
User Interviews
Competitive analysis
Heuristic evaluations
App map/site map
Journey maps
Storyboarding
Task Flows
Prototyping

UI

CSS
HTML
Style Tiles
Branding
Interaction Design
Accessibility Design
High fidelity mockups
Design Systems
Moodboards
Illustration

EDUCATION

DePaul University
Barat Campus | Lakeforest, IL
Bachelor in Fine Art
Magna Cum Laude | GPA 3.85

BIGEYE

Head of Product and Design | Remote | Apr. 2022 - Present
Directed design, research, and strategic planning for core data engineering tooling roll-out. Facilitated in-person and remote Design Thinking workshops, engaging stakeholders at all levels. Engineered and implemented a design system to fuel the rapid and scalable growth of the product.

APPLE | AIML

Lead Interaction Designer | Seattle, WA | 2021 - 2022
Collaborated with the EPM to develop 5 internal tools for global use. Streamlined AI/ML workflows through workshops, cross-team meetings, and stakeholder education. Facilitated Design Thinking workshops for cross-functional teams in Japan, Ireland, California, and Seattle.

KASKADA INC.

Head of Product Design | Seattle, WA | 2019 - 2021

U.S. Patent Application No. 63061032
Partnered with CEO, CTO, and VP of Product to shape product roadmap and features. Guides user interviews, research, and testing. Architects end-to-end feature engineering platform. Contributes to UX/UI designs for Machine Learning patent.

EGENCIA | EXPEDIA GROUP INC.

Senior Mobile Product Designer | Seattle, WA | 2017 - 2019

Crafted global mobile strategic plans for iOS and Android. Partnered with lead developers, defining key tech factors for design and functionality. Ensures consistent brand experience through communication with global designers. Presented Design Thinking during a global kick-off for creative brainstorming. Developed comprehensive qualitative and quantitative testing strategies.

STARTCHUP

Lead UX/UI Designer | Chicago, IL | 2016 - 2017
Work closely with product and engineering to pinpoint research topics. Designed studies exploring user behaviors and attitudes. Conducted diverse research using quantitative and qualitative methods, including remote and in-person interviews. Crafted a universal white-label application for iOS and Android devices.

DESIGNATION

UX/UI Designer | Chicago | IL | 2015 - 2016
Generated top-tier visual designs—from concept to execution—for desktop, web, and mobile devices at various resolutions. Effectively communicated scenarios, end-to-end experiences, interaction models, and screen designs to key stakeholders.

APPLE

B2B Sales Specialist & Trainer | Chicago, IL | 2010 - 2015
Successfully launched 40+ iOS devices and 30+ Mac OS X products. Developed company-wide strategic sales training and redefined global business operational procedures.