



# CORINNE DIGIOVANNI

## PRODUCT DESIGNER

### CONTACT

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### TOOLS

Axure  
Slack  
Quip/Box/Chorus  
Illustrator/Photoshop  
Webex/Zoom  
JIRA/Confluence  
InVision  
Sketch  
Figma

### SKILLS

#### UX

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

#### UI

Style Tiles  
Branding  
Microinteractions  
Accessibility Design  
High fidelity mockups  
Moodboards  
Illustration

### EDUCATION

#### *De Paul University*

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

### APPLE | AIML

#### *Interaction Designer | Contractor | Seattle, WA | Aug. 2021 - Present*

Works in tandem with the EPM for the building of 5 internal tools utilized by thousands of employees worldwide. Conducts facilitation of Design Thinking workshops with cross-functional teams and builds out requirements, PRDs and Acceptance Criteria.

### KASKADA INC.

#### *Lead Product Designer | Seattle, WA | 2019 - 2021*

#### *U.S. Patent Application No. 63061032*

Works side by side with the CEO, CTO and VP of Product to design and strategize the product roadmap and feature requirements. Lead user interviews, research, and product testing. Developed the user architecture for the end-to-end feature engineering platform. Contributed all UX and UI designs for the Machine Learning patent.

### EGENCIA | EXPEDIA GROUP INC.

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

Collaborates with product team members to develop global mobile strategic plans for both iOS and Android platforms. Pairs with lead developers to outline key technology factors for design concepts. Communicates with global designers to insure consistent brand experience through all LOB's.

### STARTCHUP

#### *Lead UX/UI Designer | Chicago, IL | 2016 - 2017*

Work closely with product and engineering to identify research topics. Designed studies that address both user behaviors and attitudes. Conduct research using a wide variety of quantitative methods and a subset of qualitative methods, such as remote and in-person interviews. Designed universal white-label application for both iOS and Android mobile devices.

### DESIGNATION

#### *UX/UI Designer | Chicago | IL | 2015 - 2016*

Produced high-quality visual designs - from concept to execution, including those for desktop, web, and mobile devices at a variety of resolutions. Communicated scenarios, end-to-end experiences, interaction models, and screen designs to key stakeholders.

### APPLE

#### *Business Specialist | Chicago, IL | 2021 - 2015*

Launched over 40 different iOS devices and over 30 Mac OS X products to end users. Developed company-wide strategic sales services and redefined the responsibilities of business operational procedures worldwide.