

markcarroll

Based in Southern Maine
mark@markcarroll.com (415) 215-9697
www.markcarroll.com [Linkedin Profile](#)

"Over 14 years of mobile design and 20 years of web digital design experience with a history in coding. Senior/lead UX and product design with management experience. I can speak geek and design fluently."

Summary I am a UI/UX/Interaction Designer and prototyper with over 14 years of mobile design and 24 years of web design experience, specializing in the finance and retail industries. I excel at guiding projects from concept to completion, collaborating with cross-functional teams to create products that meet business and user needs. I leverage user testing to ensure the right solutions for specific target users. My designs consider existing systems and technical requirements, seamlessly bridging design and development. My skills include wireframing, prototyping, and leveraging psychology and ergonomics for superior UI/UX. Additionally, I have many creative hobbies that demonstrate my curiosity and passion extend beyond work.

Skills UI/UX Design, AI, App & Web Design, Wireframing, Prototyping, Motion Graphics, Audio Design, Illustration, Management

2023 - Present **FieldStack**

Senior Product Designer

As a Senior UX/UI Designer at FieldStack, I led the end-to-end design of our POS system revamp, updated the eCommerce mobile Warehouse Management platform, and pioneered a major tool for the POS frontend fulfillment system. I researched competitor platforms and leveraged current trends and technical capabilities to create ideal solutions for thousands of POS users nationwide. I collaborated with cross-functional teams, conducted user research, and created user-centered, intuitive designs while working seamlessly with an Agile team of developers.

2022 - 2023 **Fivestars at Sumup (Retail & Loyalty)**

Senior Product Designer

UX and UI design that brings the USA Fivestar loyalty system to the international Sumup product. Figma native app design for their loyalty and banking products.v

2019 - 2022 **TD Bank (Finance)**

Lead Interaction Designer

Creation of new digital products for the bank's mobile platforms. Role included wireframing, prototyping and working closely with the Agile and Testing teams to deliver solid products for their rapidly growing user base.

2015 - 2019 **Bank of America (Finance)**

Interaction Designer

Creation of comprehensive wireframes, and dynamic Axure prototype for UX testing, also to be used in the briefing process and continued support for the Agile development team.

2014 - 2015 **MAZ Digital**

Contract Interaction Designer

Mobile user interface design for iOS, Android & Desktop digital magazine storefront and reader.

Clients include: Forbes, Inc., Entrepreneur, OK Magazine, Star Magazine, Dujour and The Economist to name a few.

2000 - 2008 **Gravitate Interactive Media, Johannesburg, S.A.**

Founder & CEO

Concept co-creation with leading Advertising Agencies, technical analysis of project and creation of technical and design briefs for digital studio, client communication on brand relevant digital opportunities.

Education **Academy of Art University: Web New Media BFA 2013 (Cum Laude)**

Hill High, Johannesburg, South Africa - Graduated 1991

Toolkit **Software**

Figma, Axure, InVision, Sketch, Adobe XD, Illustrator, Photoshop and After Effects, AI, more...