

GUINEVERE MESH

Product Designer

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Experience

Deloitte Digital / Product Designer

September 2023 – present; New York, NY

- Designed and launched a careers website for a Fortune 500 retail client serving 35+ million users.
- Served as acting UI Lead, building a scalable Figma design sub-system that improved consistency, collaboration, and delivery speed.
- Led up to four designers at a time, providing design direction, critique, and cross-functional alignment, speeding product delivery.
- Completed research and complex UX design for 10 unique features for a premiere QSR client's 2025 app redesign.

Deloitte Digital / Studio Summer Scholar

June 2022 – August 2022; Denver, CO

- Supported a high-visibility RFP by sourcing 90 employee bios, resumes, LinkedIn profiles, and professional headshots.
- Conducted preliminary UX research and designed 24 wireframes and UI concepts for a retail client's responsive item builder experience.

Qualtrics LLC / UX Program Manager & Technical Writer

June 2020 – June 2022; Seattle, WA (Remote)

- Synthesized complex information across 100+ product lines into clear, customer-facing documentation, messaging, and announcements.
- Partnered cross-functionally with product and engineering to translate technical capabilities into usable, human-centered content.
- Created and launched DEI programming for Global Operations.

The GIANT Room / STEAM Creative Resident

October 2021 – January 2022; New York, NY

- Developed STEAM curriculum for 80+ NYC students ages 3–14.
- Facilitated weekly STEAM workshops for afterschool programs, blending creativity, technology, and hands-on learning.

Swarthmore College / Graphic & Digital Designer

August 2018 – May 2019; Swarthmore, PA

- Developed style guides, logos, and advertising copy for the CIL.
- Planned and led marketing campaigns for five major campus events.
- Established brand identity for the Women's Leadership Summit.
- Performed in-depth user research and background for the Civil Rights archive at McCabe library.
- Designed the style guide and user flow, wireframes, front-end, branding, UI, and UX design of 4 responsive websites.

Education

Parsons School of Design

MFA in Design & Technology

August 2021-May 2023

Danish Institute for Study Abroad (DIS)

Concentration in Graphic Design

January 2018-May 2018

Swarthmore College

Double BA in Biology & Studio Art

August 2015-May 2019

Awards

Stevie Awards® Silver

Qualtrics | Best Use of Technology

Innovation in Customer Service

2021 - 2022

Collegiate Academic Award

American Volleyball Coaches

Association

2015 – 2018

Skills & Specialties

Design | Accessibility Testing • AI

• Adobe Suite • Branding • Figma

• HTML/CSS/JS • Interactive User

Flow • Presentation • Qualtrics

Survey Technology • Responsive

Design • Strategy & Vision • UX & UI

• Visual design • Wireframing

Research | A/B testing • Journey

mapping & user research •

Competitive landscape • Speculative

futuring • Systems thinking

Collaboration | CMS • JIRA • Figma

• Design Systems • GitHub • Agile •

Operational development