STEPHEN WILDRICK

Senior Product Designer & Design Lead • Phoenix, AZ (Remote) • linkedin.com/in/swildrick

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SKILLS

- Product Design & UX Strategy
- Design Systems
- Accessibility (WCAG 2.2 AA)
- Prototyping & User Research
- Team Leadership & Mentorship
- Figma · Photoshop · Illustrator · After Effects
- React · HTML/CSS · JavaScript · Git
- Claude Code

SUMMARY

Senior product designer and design lead who also writes code. I've spent more than ten years building interactive and front-end experiences and the last five leading product design for web and mobile. I've built design systems for consumer and B2B platforms, hired and led a team of four designers, and delivered accessible, WCAG 2.2 AA–compliant products. I design things engineers can build, and I build them too, using Claude Code to move designs straight into working React prototypes.

EXPERIENCE

Texala Technologies · Senior Product Designer · *July 2025 – Present*
Lead end-to-end product design for web and mobile, aligning solutions with business goals and user needs. Use Claude Code to turn designs directly into working React prototypes, speeding up validation with stakeholders and handoff to engineering.

Maintain a scalable design system that standardizes UI across products and streamlines developer handoff. Deliver WCAG 2.2 Level AA–compliant designs that improve accessibility and broaden market reach. Create high-fidelity wireframes, prototypes, and user flows; partner with product and engineering to define requirements and ensure feasible implementation.

Outlier · AI Data Specialist · *January 2025 – July 2025*
Evaluated and improved AI model responses using RLHF, assessing outputs for accuracy, safety, and instruction-following. Wrote and tested prompts, and reviewed other analysts' work for quality.

Sunnova Energy · Manager, Digital Product Design · *March 2023 – October 2024*
Managed a team of four product designers; recruited and onboarded product designers and front-end developers. Started the Sunnova design system for both the consumer app and the dealer platform, improving consistency across products. Partnered with leadership, marketing, and engineering to set the vision and roadmap for the Sunnova app (Project Hestia).

Lead Product Designer · *September 2021 – March 2023*
Led design for the Sunnova consumer mobile app, turning an agency's early art direction into a shipped product. Built the company's first user research program; 9 out of 10 customers who tested the prototype said they wanted to use the app. Designed live and historical energy-production views for a mostly 55+ audience, including local weather data and multi-site switching.

Trilogy Education · UX/UI Instructor · *July 2020 – October 2021*
Taught UX/UI in an online bootcamp, guiding students from UX ideation through UI design and front-end development. Mentored students in building portfolio-ready projects.

PrizeLogic · Senior Interactive Developer · *July 2014 – April 2020*
Built responsive, mobile-first promotional sites from concept to launch for major consumer brands. Partnered with UX/UI designers on technical feasibility; maintained front-end standards and templates. Mentored junior developers through code reviews. HTML5, CSS/SCSS, JavaScript, .NET.

Flash Web Developer · *October 2008 – July 2014*
Produced award-winning Flash and After Effects promotions, featured on FWA.com, for clients including Disney, McDonald's, Subway, Hershey, Ubisoft, and Pepsi.

eMarketing · Web Designer · *May 2005 – October 2008*
Designed web layouts for brands including Kraft Foods, GROHE, and Novartis.

EDUCATION

Collins College
Bachelor of Arts, Design and Visual Communications