

MONICA MAGLIARI

UX/UI DESIGNER, PROJECT MANAGER

 Available upon request
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UX DESIGN CONSULTATION

SELECT PROJECTS
2018 - Present

NYC-based designer specializing in user experience, visual identity, and product accessibility for companies of all sizes. Well-versed in crafting digital solutions; passionate about the humans that will use them.

TOP . U.S. Census Bureau, FDA . 2023

UX, Product Designer- Health Data Collection- 12-week design sprint

Sprint contributor in The Opportunity Project, led by the US Census Bureau, the US Dept. of Commerce, and the FDA. Project focus: Improving the quality and utility of diagnostic data.

- Utilized findings from focus groups, user interviews, and federal data sets to inform a redesign of the National Institute of Health- backed website MakeMyTestCount.org, an effort to securely and privately collect complete sets of standardized home-testing data.
- Empowered users to understand, own, use, and voluntarily share data with greater confidence, ultimately leading to a 28% increase in users who opted to provide elective demographic data.

Vestiaire Collective . 2023

UX Designer, Information Architect- Ecommerce- Website audit and redesign

- Conducted a user-centered website audit and analyzed consumer reviews, identifying areas for improvement in usability, accessibility, and overall site performance.
- Designed structural mockups for each area of focus, including a series of user-flow diagrams, wireframes, and, ultimately high-fidelity prototypes suitable for focus testing.
- Altered design system elements to conform to WCAG/ Section 508 compliance standards.

Vyera Pharmaceuticals . 2022

Pharmaceutical Website - Responsive Website Redesign

- Executed a complete site interface overhaul for a high-profile pharmaceutical drug, taking care to follow strict FDA drug website regulation guidelines for copy. Iterated according to PRC, stakeholder edits.
- Designed company branding including subsidiary logos, drug packaging and investor presentation decks.

UX, Fashion, Graphic, Presentation Design (Client details available upon request.) 2018- 2025

Children's Apparel Network . 2022- 2025

Director of Production Design, Licensing (2023 - Present)

- Lead a multidisciplinary team of 10 professionals, organizing and delegating team workflow, planning creative strategy, monitoring project progress and managing time and resources accordingly- effectively fostering a creative, communicative and productive work environment.
- Oversee the product lifecycle of 2,500+ designs per season, ensuring each meet licensor-approved regulations for artwork and branding while adhering to production timelines, client budget constraints, and high standards of quality and consistency.
- Launched Final Art department expansion, creating an external team extension to accommodate company growth.

Associate Designer- Girl's Sportswear (Tahari Girl, 2022 - 2023)

Assistant Designer- Girl's Sportswear (2022)

SUPPLEMENTAL EXPERIENCE

2021 - Present

EDUCATION

General Assembly
UX Design Immersive
2022, Remote

Parsons The New
School for Design,
BFA
2017, New York City

SKILLS, EXPERTISE

UX Design, Research

Web Accessibility, WCAG 2.2
Information Architecture
Usability / User Testing
Design Systems
Sketching / Wireframing
UX Copywriting
Journey Mapping / User Profiling
Analysis / Research

PM, Soft Skills

Critical Thinking
Delegation / Time Management
Empathy / Intuition
Pattern Recognition
Communication
Adaptability / Flexibility
Accountability
Organization / Planning

Tools

Figma, Figjam
Adobe Illustrator / PS
Google Analytics
Webflow / Wix Studio / Framer
Uizard / Chat GPT
Maze / OptimalSort /
Useresting
AccessiBe / Axe