

NATALIA MIRANDA

Senior Product Designer | UI/UX Design Lead

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PROFESSIONAL SUMMARY

Senior Product Designer and UI/UX Design Lead with 4+ years of end-to-end experience in user research, interaction design, and information architecture across web, mobile, desktop, and augmented reality/virtual reality platforms. Proven ability to translate user insights into prioritized product roadmaps, define product strategy, and deliver scalable design systems. Skilled in accessibility standards, usability testing, and cross-functional leadership. Experienced with Agile/Scrum workflows, stakeholder alignment, and collaborating closely with engineering teams to ship high-quality products faster.

SKILLS

Design & Prototyping: Figma, Wireframing, Rapid Prototyping, Design Systems, Storyboarding, Interaction Design, Information Architecture, Visual Design, Responsive Design (Mobile/Tablet/Desktop)

Research & Strategy: User Research, Usability Testing, User Journey Mapping, Stakeholder Research, OKRs, Roadmapping, Product Strategy, Stakeholder Alignment

Tools & Technology: Adobe Creative Suite, Unity (C#, AR/VR, VFX), Claude Code, Jira, Zeplin, Figma Make

Collaboration & Process: Agile/Scrum, Cross-functional Leadership, Design QA, Accessibility (WCAG)

WORK EXPERIENCE

Senior UI/UX Immersive Designer

Booz Allen Hamilton | Remote | December 2021 – December 2025

VR Refueling Trainer — UI/UX Lead (1 year, 15+ cross-functional team)

- Led end-to-end UI/UX design for a virtual reality (VR) training platform, conducting user research, synthesizing usability test insights, and iterating on MVP features to reduce trainee error rates, shorten onboarding time, and cut overhead training costs.
- Defined product goals, user stories, and roadmap in collaboration with a 15-person cross-functional team of engineers, subject matter experts, and stakeholders.
- Reduced developer clarification time by 80% (from 2.5 hours to 0.5 hours per sprint).

Cross-Platform Wearable Data App — UI/UX Design Lead (1.5 years, 30+ team)

- Defined user stories and product vision for a wearable device interface, leading information architecture and interaction design across mobile, tablet, and desktop breakpoints.
- Built and maintained a responsive design system in Figma, enabling consistent UI components across all platforms and reducing design-to-engineering handoff time by 60% (from 20 hours to 8 hours).
- Led cross-functional design reviews and weekly triage syncs.

General Contributions

- Led design for an augmented-reality proof of concept that was awarded a \$120.5 million contract.
- Extensive experience with Digital Twins for healthcare, construction, and facilities management
- Performed front-end development in Unity (C#) to prototype, validate, and deliver immersive AR/VR interfaces.

EDUCATION

Master of Arts, Virtual Reality | London College of Communication | 2019–2021

Bachelor of Arts, Comparative Literature | Williams College | 2014–2018

CERTIFICATIONS

- Product Management — eCornell, 2025
- Advanced UI/UX for Games — Blizzard / Ivy Sang, 2024
- Introduction to Project Management — IIL (International Institute of Learning), 2023