Maureen Kelly

Senior UX Designer

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Redwood City, CA

EXPERIENCE

SentinelOne / Senior UX Designer, UX Architect   Jan 2020 - May 2024

Mountain View, CA

(Originally Scalyr, acquired by SentinelOne in Feb 2021)

Led design for data analytics tools within SentinelOne's product suite, focusing on high-performance search and data visualization of log data. Proposed schema-based enhancements to the framework, to make the UX more relevant for security users. Led design of navigation changes to accommodate an expanding suite of security products.

Palo Alto Networks / Senior UX Designer   May 2014 - Aug 2019

Santa Clara, CA

(Originally CirroSecure, acquired by Palo Alto Networks in May 2015)

Led feature design for multiple security products targeted at technical users. Helped grow UX from a single designer stretched across multiple products to a team of 18. Mentored junior designers. Created the company's first styleguide to drive consistency across products. Initiated development of a component library to further improve consistency while bringing greater efficiency to cross-product UI development.

oDesk (now Upwork) / Senior UX Designer   Jan 2012 - May 2014

Redwood City, CA

Developed a pattern library to bring consistency to oDesk's 150-screen product, and to make it easier to extend and maintain. Worked collaboratively with product managers and developers to design features across the site.

FanSnap (acquired by SeatGeek) / Director of UI Design   Feb 2011 - Nov 2011

Palo Alto, CA

Led UX design efforts at FanSnap, a vertical search engine for finding event tickets and comparing them on an interactive seat map. Worked with product managers to define and prioritize features. Partnered with engineers to implement features; built out production-ready HTML and CSS.

Guidewire / Senior Interaction Designer   2006-2011
San Mateo, CA

Sole UI designer and usability researcher for an enterprise software company serving the P&C insurance industry. Responsible for the UI of Guidewire's three web-based applications and their underlying platform. Conducted research to understand users and their needs. Collaborated with product managers and developers to design and build new features. Championed ways to improve the user experience of Guidewire's product suite.

Adify (acquired by Cox enterprises) / Senior UI Designer   Jan - March 2005
San Mateo, CA

In three months, designed the 1.0 version of a web-based product that facilitates self-service online advertising.

TiVo / Web Interface Designer   2004 - 2005
Alviso, CA

Created user interfaces for TiVo Web-based and PC applications. Led design through initial concept, prototyping, and implementation. Designed for various platforms and technologies -- Web (HTML, Javascript, AJAX, CSS), PC, mobile, and television. Worked closely with product management to define features that users value. Created wireframes and high-fidelity HTML prototypes to communicate and test design concepts.

Spoke Software   2002 - 2004
/ Product Manager, User Experience (Contractor)
Palo Alto, CA

Responsible for improving the user experience of Spoke's product line, a web-based enterprise application suite that helps sales professionals network more effectively. Worked with product managers to define and articulate design goals, user assumptions, and use cases. Developed and iterated low-fidelity and high-fidelity UI mockups for proposed functionality, assimilating feedback from various stakeholders. Created and maintained a style guide for consistent implementation of design standards.

Kana / Manager, Research and Usability   1999 - 2001
Redwood City, CA

Initiated, planned, and executed research studies to ensure that Kana products met and exceeded user needs. Methods included field observation, semi-structured interviews, surveys, paper-based prototype testing, and usability testing.

Managed all phases of user research and design for the web-based and Windows-based versions of the company's flagship product, an expert-friendly application requiring high-performance

user interaction.Conducted user research to identify improvements with the greatest potential impact on the product's usefulness and usability.

AchieveGlobal (Formerly Zenger Miller) / Product Designer   1995 - 2009
San Jose, CA

Designed and wrote off-the-shelf classroom training programs that teach leadership skills in the workplace. Project manager and lead designer for the company's first multimedia product. Managed all phases of development, including instructional design, interface design, and user testing.

EDUCATION

Wellesley College   1968 - 1990
B.A. in Philisophy