



Mark
Oldham

Senior Product Designer
markcreative.design
(512) 665-6030

Summary: Designer who fosters collaboration, solves complex problems, and delivers impactful, user-centered designs. I'm eager to keep growing and contribute to impactful work.

Experience: **Electronic Arts** Senior UX/UI Designer
2020–Present

- End-to-end product design. Discovery, prototyping, workshop facilitation, high-fidelity design, user testing, and analytics. Turning insights into clear specs and narratives for product and engineering stakeholders.
- Turn complex ideas into clear, actionable plans and drive them through design and implementation.
- Deliver org-wide improvements to internal tools and knowledge systems, driving **10,000+** hours saved per year via streamlined flows, standardized loading/empty/error states, and self-serve, auto-indexing templates.
- Cut time-to-complete key tasks by **25–40%** (navigation, requests, publishing) by simplifying IA and introducing intuitive patterns.

Cubic Corporation UX/UI Designer
2019–2020

- Created and delivered finalized screens to the development team with in-depth documentation
- Presented multiple times a week to stakeholders and made adjustments based on feedback.
- Created Wireframes, prototypes, and conducted user testing to backup design decisions.
- Worked closely with the UX designer to understand, collaborate, and align on all screens before presenting.

Core Strengths: Collaboration · Design thinking · Designing for technical domains · SaaS · PaaS · systems thinking · user-centered design · Information architecture · Search & discovery UX · Access & permissions UX · Data-dense UI (tables, drill downs) · Prototyping (Figma/HTML) · Experimentation & usability testing · Cross-functional facilitation · Flexibility

Side Quests: Painter · Extremely Amateur Tattoo Artist · Goat Herder · Serial Hobbyist · Survivor Enthusiast