

Evan Verdoia

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SUMMARY

Enterprise UX and AI product designer with 10+ years building scalable SaaS platforms, AI-native product workflows, and cross-functional design strategy. Proven track record modernizing legacy systems, driving executive and cross-functional alignment, and delivering measurable business outcomes in security, infrastructure, and platform modernization domains. Deep fluency in agentic AI tooling (Claude Code, Figma MCP, multi-agent pipelines) used to accelerate product discovery, prototyping, and shipping. Effective in systems thinking, data-intensive workflows, and product strategy.

SKILLS

AI-Native Product Design, Agentic Workflows (Claude Code, Figma MCP, Multi-Agent Pipelines), End-to-End Product Design, Product Strategy & PRD Ownership, Multi-User Workflows, Customer Research & Strategic Influence, Enterprise SaaS, AI/ML-Integrated Workflows, Rapid Prototyping, Platform Modernization, Data Governance, Security & Compliance UX, Cross-Functional Program Leadership, Design Ops, Product Discovery, Figma, Agile, Usability Testing, Heuristic Evaluation, HTML/CSS, Design Systems

EXPERIENCE

Founding Designer 8/2025 – Present

Point Wild | Remote

- Sole designer for ThreatPoint, a 0-1 product that helps enterprises migrate to quantum-safe encryption; co-own product strategy and report to the CTO.
- Lead 14 customer research sessions that drove a pivot from a generic scanning tool to a quantum-safe encryption migration tool, winning initial design partners.
- Turn technical concepts (encryption types, system dependencies, quantum risk) into a clear data model and plain-language interface, simplifying the UI and user flow around customers' biggest pain: not knowing which systems would break first.
- Build and own the design system (components, tokens, documentation) used across product, engineering, and marketing, with an MCP link between Figma and Storybook that reduces design-to-code drift.
- Run design critique with designers across Point Wild and teach AI-assisted design workflows, raising craft and speed beyond my own team.

Lead Designer and Manager 2/2023 – 6/2025

Swimlane | Remote

- Led end-to-end design of Turbine, an AI-powered security automation platform, driving platform modernization, system scalability, and complex workflow redesign.
- Modernized legacy enterprise multi-user workflows using systems thinking and iterative validation, reducing operational support burden by 23% and increasing customer efficiency.
- Partnered with Engineering and Product leadership to translate strategy into design-led outcomes, accelerating time-to-market.
- Managed and mentored a team of 3 designers, scaling design systems, governance practices, and design operations in a fast-paced, ambiguous environment.

Senior UX Designer IV 5/2022 – 2/2023

Atlassian | Remote

- Researched, validated, and designed admin module with a focus on streamlining workflows to increase number of daily active end-users.
- Designed multi-user SaaS flows, collaborating across Product, Engineering, and leadership to align on design strategy, information architecture, data models, and key performance indicators.
- Mentored junior designers within company.

Senior UX Designer 2/2019 – 5/2022

Citrix | Santa Clara, CA

- Led UX for a new AI/ML-driven SaaS app from concept to launch, owning the information architecture, UX/UI, and primary flows.
- Set the design direction as the engineering org grew from 43 to 125, keeping the product coherent while the team scaled.
- Collaborated with Senior Principal Architects on data flow models and core architecture principles which were socialized with Engineering and product management groups.
- Created pattern-level designs and product-design architecture implemented within four core products in an effort to unify the portfolio.
- Worked with stakeholders to set backlog priorities and product-led growth vision, resulting in significant marketing budget and sales staff investment from the Executive Leadership Team.

Design Lead and Manager 1/2016 – 1/2019

CA Technologies | Santa Clara, CA

- Oversaw redesign and launch of a legacy Enterprise SaaS product, including redesign of the information architecture and UX of core modules for the mobile and desktop applications.
- Grew team from one to five designers in two years.
- Balanced limited resources across a large number of projects to maximize designer impact.
- Built a culture of self-driven designers empowered to help drive the product roadmap and help bring UX to the forefront of product decisions.
- Worked with product management to co-design a product-discovery and feature-delivery system that helped engineering, design, and product management departments align, set clear priorities, and share the same vocabulary.

User Experience Designer 5/2014 – 12/2015

InfoStretch Corporation | Santa Clara, CA

- Led design and shipment of simultaneous Enterprise and mobile products with international design and development teams.
- Led organization-wide redesign of user-centered process and tools for generating and delivering designs.
- Worked closely with international engineering teams to determine design feasibility and ensure development accuracy.

EDUCATION

California State University, Monterey Bay

B.A., Social/Behavioral Sciences

Foci: Human Interaction and Geospatial Information Systems