

STEFANIE BLANTON

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SKILLS

Professional

Strategic Planning
Requirement Gathering
Process Improvement
Cross-Department Collaboration

Technical

Prototyping
SCRUM/Agile Methodology
User-Centered Design
Wireframing
Information Architecture
Usability Testing
Interaction Design
Journey Mapping
Figma

TOOLS

Photoshop
Illustrator
Figma

EDUCATION

B.Sc. Computer Science

Web Development

ECPI University, 2013

CERTIFICATIONS

Certified User Experience Specialist

Nielsen Norman Group

2021

Leading Others

Leadership Pipeline Institute

2025

EXPERIENCE

User Experience Design Manager

Torc Robotics | Remote | December 2022 - Present

- Leading and developing a growing UX team by providing actionable feedback, aligning personal development goals with product and company roadmaps, and fostering an environment that supports growth and high performance.
- Define and implement UX/UI strategies across multiple complex B2B product portfolios, partnering with product and engineering leaders to drive measurable user outcomes.
- Collaborating with Product Management and Engineering to achieve key product metrics, ensuring UX strategy directly supported business outcomes and future customer value.
- Driving the evolution of UX team processes to scale design excellence, promote cross-functional collaboration, and cultivate continuous learning and innovation.
- Create high-fidelity Figma prototypes that validate new user interfaces and streamline testing and support workflows, improving usability across autonomous trucking applications.
- Fostering a safe, inclusive environment where designers feel supported and heard, resulting in the highest morale scores across the company.
- Leading and contributing to bi-weekly cross-functional design reviews, offering actionable feedback that elevates design quality, promotes consistency, and drives alignment across teams.
- Collaborate with other UX managers to develop annual and quarterly operational plans aligned with the company's roadmap and strategic objectives.

Lead User Experience Designer

Torc Robotics | Remote | July 2021 - December 2022

- Created workflows, wireframes, and high-fidelity prototypes using Axure and Adobe Creative Suite for new user interfaces and features in autonomous driving semi-truck applications.
- Partnered with Product Management and Engineering during quarterly planning sessions to align feature requirements with project goals.
- Collaborated with other UX Designers to create a UI component library.
- Designed and iterated user interfaces with agile engineering and product teams to refine solutions to improve usability and functionality.
- Contributed to the development of a company-wide design system, ensuring consistency across six or more products.

EXPERIENCE CONTINUED

User Experience Architect

InnovaSystems International | Hybrid | April 2018 - November 2020

- Designed workflows, wireframes, and high-fidelity prototypes for the Navy Readiness Reporting Enterprise (NRRE) using Adobe XD and Balsamiq Mockups resulting in a 30% improvement in user task efficiency.
- Collaborated with agile SCRUM teams to gather requirements and deliver intuitive user interfaces, enhancing usability and information architecture.
- Conducted user research sessions to identify and address usability issues.
- Contributed to the development of an enterprise-wide design system to ensure design consistency across 3+ applications.

User Experience Designer

Pratt & Whitney | Remote - Contract | February 2021 - June 2021

- Developed user interfaces for military SaaS applications using Adobe Creative Suite and InVision.
- Partnered with organizational leaders to meet all departmental requirements, ensuring 100% compliance with project specifications and deadlines.
- Addressed and resolved usability issues to enhance overall application performance.