

Shannon Barberry

Senior UX + Product Designer

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Relevant Experience

NVIDIA

May 2022 - Present

Senior UX Design Engineer, NVIDIA GPU Cloud

- Work cross-functionally with engineers, product managers, and designers on NVIDIA's GPU Cloud SaaS applications and solutions for AI and 3D
- Design and refine the architecture, interface, and end-to-end experience for new features and functionality
- Rapidly and creatively ideate on highly complicated interfaces and feature sets to communicate complex information for technical users
- Create wireframes, prototypes, user flows, sitemaps, and other design artifacts to effectively communicate interaction and UI requirements to frontend engineers
- Own the full UX lifecycle, including assessing and optimizing the effectiveness of new and existing features with usability testing and user research, and interpreting analytical data into meaningful results to help guide product decisions

NetApp

February 2019 - April 2022

Lead Product Designer, Spot Security

August 2020 - April 2022

- Designed product-specific components through their full life-cycle from ideation to implementation
- Created competitive analysis documents, information architecture, user flows, wireframes, high-fidelity designs, guidelines & documentation, and functional prototypes
- Validated designs with feedback, testing, and utilizing FullStory to identify and correct UI pain points
- Worked with the larger design team to maintain and evolve our design system and design practices, including leading a continuing education committee

UX Designer, NetApp Kubernetes Service

February 2019 - August 2020

- Worked directly with engineers as part of a frontend team for cloud-native DevOps tools
- Validated features sets with research, interviews, and testing
- Created personas, wireframes, user flows, product documentation, and stakeholder presentations
- Designed UI style guide, components, and interfaces

About Me

I'm a user-centered designer who delights in finding imaginative solutions for complex problems. With over 10 years of experience, I've worked on a diverse slate of products ranging from local credit union apps to enterprise-level DevOps products.

My creative approach—no matter the medium—is focused on the user. Whether that's crafting an information architecture or a comprehensive multi-platform design system, my goal is always to create an intentional and enjoyable user experience.

When I'm not busy pushing pixels around, you can find me rocking out on bass, going into a barbarian rage during a Dungeons and Dragons campaign, picking up heavy stuff at the gym, and hanging out with my wife and our three rescue dogs.

Education

Seattle University | 2017

Front-end Development Certificate

Freed-Hardeman University | 2011

Bachelor of Public Relations, Advertising, and Communications

Volunteer

GeekGirlCon | 2018-2020

Associate Design Manager

Nashville Rollergirls | 2013-2015

Director of Marketing & Design

References available on request