

John Sadie

Phoenix, AZ | 602.515.9882 | johnesadie@gmail.com | linkedin.com/in/johnesadie/ | jsadie.com

SUMMARY

Architect of complex systems serving thousands of users, along with core internal tools for teams across B2C and B2B spaces
Design leader shaping UX strategy, scalable design systems, and cross-functional collaboration in fast-paced startups

PROFESSIONAL EXPERIENCE

OLarry | Design Manager | Remote

Jun 2024 - May 2025

- Managed the end-to-end design of two distinct applications (external and internal) from ideation to launch, establishing a cohesive visual direction and high production standard informed by key business objectives and a niche user base
- Architected an interactive state machine to validate design feasibility, serving as the central source of truth and streamlining communication across design, engineering, QA, product management, stakeholders, and demo environments
 - Partnered with engineering to integrate key features into the state machine, reducing tools and services to achieve a 60% leaner tech stack
- Crafted a modular, AI-powered feature that optimized usability, extended taxpayer education, and created tailored narrative journeys, while targeting a reduction of internal tax team workload and daily task time by 50%

Stavvy | Product Designer II | Remote

Oct 2023 - May 2024

- Retained design leadership of the Servicing team following Stavvy's acquisition of Brace, advancing loss mitigation solutions and accelerating internal tools that power white-labeled products at scale for enterprise partners, including Flagstar Bank, Pennymac, Lakeview, and other servicers
- Partnered with the Stavvy design team to gain and distribute knowledge of the differing design infrastructures to simplify the alignment between two systems
 - Shared a repository of documentation covering the Servicing team's design system and artifacts
 - Coordinated with engineering teams, PMs, and designers through a comprehensive analysis to consolidate and migrate key components, improving maintenance which resulted in 30% fewer components
- Initiated strategic discussions with enterprise partners and customers to identify key opportunities, producing a concise roadmap and intuitive product model

Brace | UX Designer | Remote

Dec 2022 - Aug 2023

- Led the design of two distinct products from ideation to implementation, driving end-to-end user journey design for dynamic workflows across external and internal platforms
 - Created a component library to enable pixel-perfect UI, reducing development and testing time in both products by 50%
 - Leveraged mixed-methods research (interviews, diagrams, usability testing) to generate insights that guided future iterations
 - Surpassed client, leadership, and stakeholder expectations of deliverables by over 50%
-

EDUCATION

General Assembly | UX Design Immersive Remote

May 2022 - Aug 2022

Northern Arizona University | Flagstaff, AZ

Aug 2014 - May 2018

Bachelor of Science - Major in Computer Science, Minor in Mathematics

SKILLS

Technical skills: Storytelling, design thinking, end-to-end design, systems thinking, stakeholder management

Tools: Figma (Variables, Dev Mode, Responsive Layout, Advanced Prototyping), HTML/CSS, Storybook, Zeroheight, Maze, GitHub