MARK YOUNG

Senior Product Designer

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SUMMARY

Senior Product Designer with 15+ years governing design systems at scale, leading mobile product strategy, and shipping enterprise software. Led mobile product design for a revenue-critical logistics marketplace supporting 175,000+ carriers — co-leading design system governance across 30+ products with 70%+ web adoption.

I now combine that foundation with AI-directed development to move from product decisions to working web and native software faster while retaining the rigor that comes from nearly two decades of complex product work.

INDEPENDENT PRODUCT DESIGN & AI DEVELOPMENT

REVRENT · 2026 - Present
SaaS UX/UI Audit & Design System Implementation

Partnered with a rental software team to resolve UX inconsistencies and establish reusable patterns during its initial production rollout.

- Conducted a UX/UI audit of a live SaaS rental platform and directed implementation inside an actively shipping, multi-developer codebase, surfacing findings to the client before fixing or deferring work.
- Replaced an overloaded interaction pattern across 16 files with purpose-specific components; standardized navigation and filtering across five product modules and consolidated six view-switching implementations into one shared component.
- Identified overlapping code changes and a regression that would remove a shipped feature's entry point; surfaced both before production, coordinated resolution, and documented deferred findings pending operator usage data.

HUM WEBSITE EDITOR · 2026
Product Design & AI-Assisted Development

Helped a hospitality business bring website ownership and content publishing into the platform operators already use.

- Designed and shipped a CMS module inside a multi-tenant hospitality platform so non-technical operators could edit pages and content types on a shared draft and publish to a live site without leaving their operating product.
- Migrated a live restaurant website off Squarespace by separating content from code, then designed publishing as a controlled handoff rather than a direct overwrite of production.
- Caught a tenant-isolation gap before ship and, after a live publishing incident, added two independent safeguards at the environment and site levels — verified both under test so one tenant could not write another tenant's site.

DESTIN ELITE CARTS · 2026
Client Website Rebuild & CMS Proof Of Concept

Rebuilt the consumer website and developed a working CMS proof of concept for managing inventory, content, and branding, with an architecture designed to support additional clients.

- Delivered an eight-page production website with a custom four-step booking flow that kept customers on-site while preserving existing pricing, policies, and legal content.
- Built a local-first CMS proof of concept for inventory, content, and branding, with visual editing and reusable site configuration designed to accommodate additional clients.

ANONYMOUS FACILITY REVIEW PLATFORM · 2026
Solo Native Mobile Product

Designed and built an anonymous facility review platform as a solo native mobile product, from concept through App Store submission.

- Took an original product from concept to TestFlight in approximately 30 days and App Store submission in approximately 45 days, shipping 20 TestFlight builds with React Native, Expo, and Firebase.
- Owned strategy, UX, branding, accessibility, and deployment; designed a one-handed submission flow with anonymous review ownership, GPS tagging with graceful fallback, and structured ratings.

ATHLINK · 2025
Pre-Seed Product Strategy & Product Architecture

Partnered with a pre-seed founder to shape an invite-only professional network connecting former collegiate athletes with coaches and recruiters.

- Defined multi-role permissions and coach-endorsed trust models; helped establish its curated positioning and delivered product architecture and a foundational design system for engineering handoff.

ENTERPRISE PRODUCT LEADERSHIP

STOVA · 2024 - 2025
Senior Product Designer

Brought in as the sole product designer to modernize fragmented SaaS web and mobile surfaces across a lean product organization.

- Simplified global navigation and reduced interface complexity across the product.
- Established design system architecture to support long-term platform consistency.

J.B. HUNT TRANSPORTATION · 2018 - 2024
Senior UX Designer

CARRIER 360 MOBILE PRODUCT LEADERSHIP

- Led mobile UX for a revenue-critical logistics marketplace supporting 175,000+ carriers and tens of thousands of daily users.
- Re-architected workflows around contextual lifecycle information, reducing cognitive load and improving driver decision-making.
- Delivered search and filtering that became the primary surface for discovering and booking freight.
- Guided iterative modernization across releases while balancing engineering constraints and executive priorities.

ENTERPRISE DESIGN SYSTEMS

- Co-led a CIO-sponsored enterprise design system initiative, directing 4–5 dedicated designers and partnering with principal engineering.
- Built governance supporting 50+ designers across 30+ web and mobile products.
- Drove 70%+ adoption on web through cross-product audits and executive governance reviews — and identified a <10% mobile adoption baseline with critical implementation gaps.
- Served as primary design authority for standards enforcement and executive/cross-product reviews.
- Embedded accessibility standards into shared design patterns and governance, supporting consistent implementation by 50+ designers across 30+ products.
- Selected as mobile design lead for a CIO-sponsored navigation initiative developed in partnership with Google, defining core mobile workflows before organizational priorities shifted.

MOVISTA · 2013 - 2018
UX Designer & Mobile Front-End Developer

- Owned end-to-end UX and front-end implementation for the flagship ONE by Movista platform — supporting 600,000+ global users across time-tracking, geofencing, and inventory workflows.
- Designed enterprise workforce management tools for clients including Walmart and Meijer.
- Worked directly with the CEO, President, and senior engineering on product strategy and roadmap.

AREAS OF EXPERTISE

PRODUCT STRATEGY & UX

Product Architecture · Complex Workflow Design · Information Architecture · Mobile Product Strategy · Interaction Design · Accessibility (WCAG) · Research Synthesis · Design Thinking · UX Writing

AI-DIRECTED PRODUCT DEVELOPMENT

AI-Assisted Implementation · Rapid Validation & Shipping · Native Mobile & Web Delivery · Deployment Pipelines · Git Workflows · Technical Documentation

LEADERSHIP

Design Systems & Governance · Enterprise Standards · Executive Communication · Cross-Functional Alignment · Sprint & Roadmap Collaboration · Design-To-Development Partnership

TOOLS

Figma · React Native · Expo · Firebase · Firestore · HTML/CSS/JavaScript · EAS Build · TestFlight · Adobe Creative Cloud · Miro · Claude / Claude Code

CERTIFICATIONS

NIELSEN NORMAN GROUP UX CERTIFICATION

MILITARY

UNITED STATES MARINE CORPS RESERVE · 2010 - 2013
Mortarman (0341)

EDUCATION

FULL SAIL UNIVERSITY · 2003 - 2006

- B.S. Entertainment Business
- A.S. Film Production