

OLIVIA AKERLEY

Senior Product Designer | UX, Systems & Visual Design

Product Designer specializing in complex digital experiences, with 10+ years of multidisciplinary experience and 5+ years focused on product and UX. I transform complex systems, data, and multi-step workflows into clear, accessible experiences across early-stage and enterprise products. I combine systems thinking, strong visual craft, and end-to-end ownership to balance user needs, business goals, and technical constraints.

EXPERIENCE

Lead Product Designer

July 2025 — May 2026

Dogvatar • Remote

Dogvatar is an AI-powered platform that helps dog owners and behavioral professionals better understand and support dogs through behavior-driven insights and personalized guidance.

- Lead end-to-end product design across a complex, mobile-first ecosystem, shaping connected experiences for multiple user roles, evolving relationships, and real-world behavioral workflows.
- Define interconnected workflows, information architecture, and reusable patterns that accommodate dynamic permissions while creating a coherent experience across mobile and web.
- Drive product decisions in an early-stage environment by translating research, behavioral insights, business priorities, and technical constraints into clear product direction, user flows, prototypes, and shipped features.
- Partner with product, engineering, and AI teams to evaluate feasibility, align priorities, and refine solutions through usability testing and stakeholder feedback.

Experience Designer

September 2022 — January 2025

WongDoody/Infosys • Remote

WongDoody, an Infosys company, is a global experience agency partnering with enterprise organizations on complex product and service challenges.

- Simplified a costly telecom ticketing platform by translating more than 40 hours of research into clearer information architecture, user flows, and interaction patterns, consolidating 11+ tabs into three primary categories and reducing cognitive load within a \$360-per-ticket process.
- Led a team of five designers in developing a mobile application for a major energy provider, successfully pitching the concept and applying WCAG-informed accessibility practices to improve clarity, navigation, and user control.
- Created a brand-agnostic design system framework that accelerated foundational system development and gave teams with limited design resources a reusable structure for building consistent digital experiences.
- Influenced executive investment in a subscription-based telecom experience through competitive analysis and heuristic evaluation of five platforms, identifying opportunities that informed product strategy.
- Improved information hierarchy and content discoverability within an enterprise HR platform by synthesizing heuristic findings and user interviews into personas, journeys, and a restructured navigation experience.

 Greater Boston Area (open to remote)

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 oakerleydesign.com

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SKILLS

Product Design & Strategy

End-to-end product design | Product strategy
Systems thinking | Complex workflows
Interaction design | Information architecture
User flows | Wireframing | Prototyping
UI and visual design

Research & Validation

User interviews | Usability testing
Heuristic evaluation | Competitive analysis
Research synthesis | Journey mapping
Persona development

Systems & Delivery

Design systems | Component libraries
Responsive design | Accessibility (WCAG)
Cross-functional collaboration
Agile product development
Stakeholder alignment

Tools

Figma | FigJam | Miro | Jira
Adobe Creative Suite | Google Analytics
Optimal Workshop | ChatGPT | Claude

EDUCATION

University of New Hampshire & Springboard (2021)

Certification • UI/UX Methodologies and Technologies

University of Hartford, Hartford Art School

BFA, Visual Communication Design