

Meran Rose

SKILLS

UX & Interaction Design ·
Complex Workflow Design ·
Enterprise Software ·
Information Architecture ·
Design Systems · Service
Design · Accessibility

METHODS

Systems Mapping · Service
Blueprinting · User Research
· Journey Mapping ·
Workshop Facilitation ·
Prototyping

TOOLS

Figma · FigJam · Miro ·
Notion · Axure · Adobe
Creative Cloud · HTML/CSS

Part systems thinker, part hands-on maker. I love untangling complex, real-world problems and designing experiences that connect the dots between people, processes, and technology. My background spans enterprise software, service design, and AI-enabled products. I'm endlessly curious about how things work—and can't resist figuring out how to make them work better.

EXPERIENCE

Co-Founder & Creative Director

BuildRogue | 2024 - Present

- Co-founded a circular housing initiative developing affordable, relocatable structures using reclaimed and recyclable building materials.
- Lead product strategy, customer discovery, concept validation, and partnerships across construction, engineering, manufacturing, and sustainability.
- Translate early concepts into prototypes and customer-facing experiences, bridging physical product development and design.

Senior UX Designer

Lexion | Jan 2022 – Apr 2024

- As Lexion's first UX designer, established product design standards and built a reusable Figma component library aligned with React implementation, enabling product managers to create mockups independently and reducing reliance on a single designer.
- Designed and shipped a visual, drag-and-drop workflow automation builder from scratch in three weeks, enabling conditional contract approvals and lifecycle notifications. Partnered with engineering to resolve complex system-state and permissions challenges; interaction patterns were later reused across the product.
- Led a comprehensive rebuild of Lexion's Document Details experience, redesigning information architecture and interaction patterns to streamline data editing, support verification of AI-extracted information, and improve visibility into change history.

Senior Experience Designer

Slalom | Jan 2019 – Dec 2021

- Led UX and service design across complex enterprise engagements, navigating technical constraints, competing stakeholder priorities, and global development teams.
- Facilitated executive workshops and mapped service ecosystems to align stakeholders and identify opportunities across aviation maintenance, parts, and operations.
- Created journey maps, service blueprints, wireframes, and interactive prototypes to guide product direction and delivery; championed service design through internal workshops.

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SELECTED CLIENTS

Microsoft · Boeing · Nike ·
Disney · T-Mobile · USPS ·
John Deere · Hewlett
Packard Enterprise ·
Stanford University · San
Diego Gas & Electric ·
Florida Power & Light

EXPERIENCE CONTD.

Service & Interaction Design Specialist

Fjord (Part of Accenture Interactive) | Jun 2015 – Jan 2019

- Led service and interaction design activities across complex enterprise engagements, translating research, business needs, and technical constraints into actionable experience strategies and designs.
- Conducted user research, facilitated collaborative workshops, and developed journey maps, service blueprints, and interactive prototypes to help multidisciplinary teams understand and improve complex services.
- Relevant Project — Microsoft Royalties: Researched financial reporting experiences with internal accounting teams and external video game partners. Mapped current- and future-state royalty lifecycles to identify pain points and improvement opportunities, and built an interactive Axure resource to share findings across teams.

EARLIER EXPERIENCE

User Experience Lead — Accenture Interactive | 2014 - 2015

Led UX and interaction design for complex digital products, translating business and technical requirements into detailed workflows, wireframes, and interactive prototypes. Partnered closely with product owners, developers, and stakeholders from strategy through delivery.

Business & Systems Integration Analyst — Acquity Group | 2013 – 2014

Bridged business, user, and technical needs for B2B and B2C e-commerce platforms through requirements definition, process modeling, prototyping, system integration testing, and UAT.

Information Architect — Ramp Technology Group | 2012 – 2013

Designed information architecture and interactions for digital products, developing user scenarios, workflows, wireframes, and interactive prototypes.

EDUCATION

University of Washington

B.S. in Informatics & B.S. in Psychology | 2005 – 2013

Director of Marketing

American Society of Information Science & Technology (ASIST)

Teaching Assistant

Intellectual Foundations of Informatics (INFO 200)

Researcher & Designer

Designing Interfaces that Make Us Think (DIMUT)