Janisa Simmons

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Summary of Experience

Accomplished UX Design Manager with 20+ years of expertise in front-end web design and development, user experience design, and research. Proven track record of delivering innovative solutions for highly complex, multi-user applications across industries. Skilled in leading diverse teams, mentoring professionals, and transforming processes to drive customer satisfaction and organizational success.

- 20 years of front-end web design, development and visual design
- 18 years of user experience design for complex web applications
- 18 years of user research including contextual inquiries, A/B testing, usability testing, and analytics
- 16 years of prototyping with tools such as Figma, Balsamiq, Axure and Justinmind
- 13 years of WordPress development
- 11 years in Agile environments
- 7 years working 100% remotely
- 3 years design and research for AI technologies

Career Accomplishments

SEEQ Corporation (01/2019 – Present)

Sr. Principal UX Designer & Manager (01/2025 – present)
- Led design and research initiatives for AI-driven features, including conversational interfaces, search experiences, and emerging AI-powered product experiences.
- Define and implement UX engagement methods for how the UX team collaborates with Product and Engineering.
- Present quarterly UX strategy, priorities, and team allocation during senior executive planning meetings to align design initiatives with business goals.

Principal UX Designer & Manager (02/2021 – 12/2024)
- Built and led a high-performing UX team by hiring, mentoring, and developing designers and researchers.
- Trained designers and product managers on UX best practices and research methodologies.
- Hosted company-wide "UX at Seeq" workshops to educate on design principles, research insights, and UX initiatives.
- Led design-thinking workshops for cross-functional stakeholders including Product, Engineering, Sales, Customer Success, Analytics Engineers, Seeq Champions, and end users.

Principal UX Designer (01-2019 – 01/2021)
- Joined Seeq as the first UX designer at this start-up, establishing UX strategy and introducing design processes that transformed the product development workflow.
- Strengthened relationships between Product teams and end users, significantly improving customer engagement, feedback loops, and satisfaction.
- Conducted onsite usability research with process engineers, analytics engineers, and other key stakeholders, along with remote usability interviews and testing.
- Designed high and low-fidelity prototypes using Justinmind and Figma.
- Produced UX artifacts including personas, journey maps, task flows, wireframes, sketches, and design documentation.
- Led the design and delivery of major product features built from the ground up, including Notifications, Asset Groups, Batch Compare, and the OEE Manual Input Tool.
- Helped secure a multi-year contract with a major pharmaceutical company.

Adjunct Professor, University of Baltimore *Part-time* **(08/2025 – Present)**
- Teach graduate courses in UX design, focusing on user-centered design methods, research, prototyping, and usability testing.
- Provide feedback on assignments and portfolios to prepare students for careers in UX, product design and interaction design.

George Washington University via 2u/EdX - UX/UI Bootcamp Lead Instructor *Part-time* (04/2020 – 02/2023)
- Taught UX design, UI design, and front-end development in a 6-month program. Managed teacher assistants.
- Mentored students transitioning into UX careers. Mentored junior teachers, preparing them for success in the classroom.

Remedybiz, Department of Transportation (Client) - UX Design Lead (09/2018 – 1/2019)
- Worked alongside Business Analysts to completely redesign the National Registry for Certified Medical Examiners, a web application that services millions of truck drivers and 68,000 medical examiners.
- Meet with clients to understand requirements, conduct usability research, brainstorming sessions and present ideas.
- Deliver Low-fidelity and High-Fidelity Prototypes and wireframes.
- Collaborate with an offshore team of developers and visual designers.
- Worked under a tight deadline in an Agile environment.

Monster Government Solutions - Manager, User Experience Design (3/2014 – 09/2018)
- Helped land a 5-million-dollar contract for overseas hiring.
- Managed and mentored a team of designers and oversaw all product design implementations, initiatives, and solutions.
- Created design systems and style guides to help modernize legacy systems and standardize components.
- Provided simple solutions for complex, heavy-data, multi-user applications.
- Served as a 508-compliance and accessibility subject matter expert.
- Facilitated all UX strategic sessions and workshops including focus groups, contextual inquiries and prototype reviews with clients and major stakeholders.
- Served on leadership teams with Product Managers, Business Analysts and Developers to define and produce comprehensive user experience solutions designed specifically for Government agencies.

Turner Consulting Group, Executive Office of the President (Client) - UX/UI Developer Lead (3/2012 – 2/2014)
- Led design initiatives to improve overall usability, accessibility, and Section 508 compliance for MAX Suite of Applications at MAX.gov, a highly collaborative platform servicing all Federal Government Agencies.
- More than 90,000 users on this platform.
- Recognized in 2014 and 2015 for my contributions to the publication of the "Budget of the United States Government".

Georgetown University - Web Master, Front-End UI Designer (8/2007 – 3/2012)
- Administered updates to public-facing and internal sites managed by the Office of Advancement.
- Managed all broadcast email communications and e-newsletters that serviced more than 100,000 alumni and friends.
- Received a team recognition award for my role in developing technology solutions for a major CMS migration project.

Design and Development Skills
- Design & Media Tools: Figma, Axure, Justinmind, Lovable, v0, Balsamiq, Adobe Creative Suite, Mural, Miro, iMovie, Capcut
- Methodologies: Wireframing, Prototyping, Journey Maps, Task Flows, Remote Usability Studies, User Research, Surveys
- Development: HTML5, CSS3, jQuery, WordPress, PHP, Responsive Web Design, GitHub
- Platforms: Jira, Confluence, Trello, OBS, Google Analytics, Hotjar, Google Analytics

Education & Certification
- Master of Science – Interaction Design and Information Architecture – University of Baltimore (12/2024)
- Graduate Certificate – Advance UX Research - University of Baltimore (12/2024)
- Graduate Certificate – Information Design - University of Baltimore (05/2014)
- Certified Usability Analyst – Human Factors International (11/2016)
- Bachelor of Arts – Graphic Design – Morgan State University (05/2006)

Recent Trainings
- Building Interactive, Accessible Components – SmashingConference NY (10/2025)
- Modern CSS Architecture – SmashingConference NY (10/2025)
- Advanced Approaches to UX Research – Leaders of Awesomeness (6/2023)
- Audacious UX Goals – Leaders of Awesomeness (02/2022)