



Melissa Cameron

I'm a Product Designer based in the San Francisco Bay area, with a passion for design from the high-level product concept down to the visual details. My favorite projects to work on are frequently highly technical, interaction-rich tools that can distill complex problems to a simple solution.

Contact



melissacameron.design



@melissacameron_



melissa.c.cameron@gmail.com



@mccameron



+1 920 205 9071



/in/mccameron

Education

University of California, San Diego

September 2012 - June 2014

Bachelor of Science, cum Laude

Cognitive Science with Human-Computer Interaction

Experience

Product Designer II — Workday

April 2015 - December 2016

Worked within 'Core' team responsible for defining the overall visual language and designing the reusable UI components that comprise the Workday system.

Lead designer for 'Workday Designer' from concept through initial release. Designer is a drag-and-drop, WYSIWYG website and application builder that leverages the power of internal and external APIs to build dynamic, enterprise-level applications.

User Experience Designer — Gigya

September 2014 - March 2015

Strategize and design Gigya's social product suite on client sites and apps.

Skills

UI Design

Sketch

UX Design

Affinity Designer

Interaction Design

FramerJS

Motion Design

SVG Animation

Illustration

Principle

Usability Testing

HTML + CSS

Optimization Testing

Javascript