

CHUCK ALIGBE

PRODUCT DESIGNER

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EXPERIENCE

Senior UX Designer - VML [2022-present]

- Lead product designer of the recruitment management app and CRM platform of the US Marine Corps, our company's longest contract.
- Spearheaded development of the new design system, UI, and user flows for the redesigned app, relaunched Summer 2024
- Realized almost 2x growth in our average monthly active user numbers.
- Routinely facilitate user testing, discovery workshops, and design reviews to deliver new features to our digital ecosystem, while working on a cross-functional team.
- Lead the user experience design of our client's virtual reality training simulator, Battle Position, used at recruiting events.

Senior Experience Designer - MaxMedia [2021-2022]

- Researched, created, and tested new and innovative user experiences from concept to implementation for multiple clients.
- Managed a small team of designers in an Agile environment creating digital products such as a safe driving app and a shipping-on-demand logistics platform.
- Built a new internal design system for the agency, speeding up product development by 50 percent.

Digital Designer - Gozio Health [2019-2021]

- Designed bespoke mobile apps for 10+ healthcare industry clients at an indoor navigation tech startup.
- Produced the visual graphics, UI assets, and 3D wayfinding plans, working with the development team to turn them into functional digital products.
- Routinely interfaced with hospital executives to present user flows and wireframes of their apps.
- Developed and implemented software tools that accelerated 3D map asset creation in my first 90 days at Gozio.

Design Professional - Praxis3 [2017-2019]

- Managed 6 commercial and civic projects, from concept design through project delivery, for public and private clients including universities and retail developers.
- Owned client-facing milestone presentations, synthesizing research and design rationale into narratives built for executive decision-makers.
- Coordinated cross-disciplinary project teams, aligning stakeholders across design, engineering, and construction toward target deadlines.

Project Architect - Houser Walker Architecture [2014-2017]

- Led end-user research and stakeholder interviews to inform design decisions across 12+ civic projects, including libraries and museums.
- Directed client presentations and iterative design reviews from concept through construction, managing feedback across multiple project tracks.
- Built computational design tools from scratch to modernize the firm's workflow.
- Translated complex spatial and programmatic requirements into clear, phased deliverables for both technical and non-technical audiences.

Freelance Experience Designer - Aligbe Creative [since 2009]

- 15+ years of cross-disciplinary design work across 60+ clients.
- Designed and built various digital and physical products including websites, apps, brand systems, logos, as well as physical and mixed-reality experiences.

Hi, I'm **Chuck**. I'm a Product Designer based in Atlanta, GA. I have over 15 years of experience in user experience (UX) design, product design, web and visual design, design research, and mixed reality design. Over my career, I have learned and researched various techniques, methodologies, and technologies to be a consummate multidisciplinary designer. My design philosophy is to create products that help people in their daily lives.

EDUCATION

Bachelors of Architecture:

Rice University 2012 - 2013

BA in Architecture:

Rice University 2007 - 2011

NOTABLE CLIENTS

USMC, Forward Air, Rooms To Go, University of North Carolina, Yale New Haven Health, Johns Hopkins Medicine, Deaconess Health System, University of Georgia, Georgia Tech, City of Atlanta

SKILLS

Product Design, Graphic Design, Web Design, Branding, UX Design, UI Design, Programming, Rapid Prototyping, Wireframing, User Flows, AI-Aided Design, 3D Modeling, 3D Printing, Rendering, Sketching, Illustration, Drawing, User Research, Typography, French, Japanese, Photography

TOOLS

Figma, Sketch, Framer, Adobe XD, Photoshop, Illustrator, InDesign, Premiere, After Effects, Claude Code, AutoCAD, Rhino, Sketchup, Microsoft Office, Word, Excel, Powerpoint, Keynote, HTML, CSS, JavaScript, React, Svelte, Python, Miro, Zeplin