



# ALEX MORGAN

Product Designer

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## Summary

Product designer focused on accessible digital experiences, clear systems, and measurable user outcomes.

## Experience

|                                                                                            |                |
|--------------------------------------------------------------------------------------------|----------------|
| <b>Northstar Studio</b>                                                                    | Seattle, WA    |
| Product Designer                                                                           | 2022 – Present |
| • Built accessible product flows and a reusable design system for a cross-functional team. |                |

## Education

|                                                        |                                      |
|--------------------------------------------------------|--------------------------------------|
| <b>University of Washington</b>                        | B.S. Human Centered Design • 3.6 GPA |
| Computer Science                                       | Seattle, WA • 2017 – 2021            |
| Focus on interaction design and accessible technology. |                                      |

## Skills

### Figma

Advanced  
C#, Editor Tools, Performance Profiling  
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### Accessibility

Advanced  
C++, Blueprints, UE5 Features  
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### Design systems

Advanced  
C#, C++, Python, HLSL/GLSL  
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### Prototyping

Advanced  
Behavior Trees, FSM, Pathfinding, Navigation  
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## Projects

|                                                           |      |
|-----------------------------------------------------------|------|
| <b>Community Toolkit</b>                                  | 2023 |
| Designed a simple toolkit for neighborhood organizations. |      |