

SARAH GEAR

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— Lead Product Design & Research Consultant

PROFESSIONAL EXPERIENCE

Design & Operations Lead

Jun 2024 - Present

The Mom Walk Collective, Remote

I oversee operations and drive business strategy by developing efficient systems to enhance overall productivity. I play a key role in creating engaging graphics for social media and pitch decks, effectively promoting our mission and initiatives. Additionally, I help manage a vibrant community of ambassadors, fostering connection and collaboration among members to amplify our outreach and impact. My work ensures that our organization runs smoothly while maintaining a strong focus on community engagement and brand growth.

Product Design Lead

Jan - Jul 2024

First > Then, Remote

I led the design and strategy for a native mobile application to support caregivers of children diagnosed with ADHD. I collaborated closely with stakeholders to define the application's design and information architecture, ensuring it met user needs effectively. Additionally, I executed a mini-rebranding of the company to enhance its visual identity. I worked directly with developers to ensure the seamless execution of design elements, resulting in an intuitive and user-friendly experience.

Director, UX & Creative

Jun - Dec 2023

The Connected Pet Company, Remote

I led a cross-functional team to deliver an innovative and visually compelling re-design of Toto, the pet insurance branch of the company. I successfully translated business objectives into creative strategies, resulting in impactful brand identities and engaging user experiences.

Senior Design Strategist

Jan 2022 - 2023

Forge Harmonic, Remote

I led the efforts for product design and UX for a healthcare client building B2B internal software for privately owned medical practices. As a design strategist, I worked with clients to research, create, and validate future concept visions.

Co-Founder & Lead Product Designer

Jun 2020 - Dec 2021

Moss, Remote

A healthcare and wellness design studio that worked with startups innovating and building products for women. We facilitated the creation of design mockups, prototypes, pitch decks, and any necessary assets to help raise funding for various stages, including acceptance into Y Combinator.

Senior Product Designer & Researcher

Jan 2020 - Jun 2020

Goodmaker, Remote

Goodmaker is a small studio that helps companies scale their design teams and products. As a multifaceted designer, I assisted Goodmaker with their various clients to create user-centered design solutions.

Melon, Lead UX Designer & Researcher: Melon is an agency in Chicago that offers digital solutions including strategy, design, and implementation. I collaborated with another UX designer on a project for a major wholesale distribution business for electrical, communications and data networking products. I led the research & strategy to analyze the current market, moderated user testing sessions, and provided recommendations.

PROJECTS & COMMUNITY INVOLVEMENT

The Mom Walk Collective Chapter Ambassador

Sept 2023 - Present

I am the founding ambassador for the Fallbrook chapter, hosting monthly events for moms in the surrounding area. As an ambassador, I plan, organize, and create content for the chapter's Instagram account. I also collaborate with local and larger businesses to secure sponsorships and provide attendees with product samples or discounts while bringing awareness to the business.

Latinxs Who Design

Sept 2018 - Present

Launched on Product Hunt as #3 product of the day, Latinxs Who Design is a living directory of thriving Latinx designers around the world. Initiated by designer, Pablo Stanley, I work alongside Pablo to manage incoming and current profiles, future site features, and community management.

Moss & Friends

Jan 2021 - Dec 2022

I was the co-host of the Moss & Friends podcast, we released a monthly episode where we chat with friends within our network about all things healthcare and wellness, and the impact design has on improving the experiences we face.

Adobe Live

Oct 2020

I was a guest on a two day Adobe Live stream walking designers through my process and how I think when building out a design system library. You can check out the recorded streams here, [day 1](#) & [day 2](#).

EDUCATION

Rosalind Franklin University of Medicine and Science

Aug 2011 - May 2015

Benedictine University

Graduated May 2011

B.Sc. Biology

SKILLS

UX

Domain research
User interviews
Wireframing
User testing
User personas
Site/app maps

UI

Responsive design
Interaction design
High fidelity mockups
Prototyping
Visual competitive analysis
Design systems

Tools

Figma
Sketch
Adobe CC

Languages

Spanish, fluent
Arabic, limited proficiency
HTML5
CSS3