Katherine Hazelton

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A skilled designer with 6+ years of experience withhin UI/UX, Product, and System Design. I have experience within various industries including e-commerce, healthcare, education, and non-profits. Specializing in creating engaging designs that encompass multiple platforms. I am an expert on developing and maintaining systems after having led the crteation and evolution of universal esign system adopted across five major brand websites, improving design consistency and reducing development iterations. Also benifiting from a range of skills from graphic design to animation. I am passionate about creating solutions and value learning as an opportunity to grow as a designer and within my field.

Work Experience

Funko

Senior Product Designer   March 2025 - September 2025

- Architected and executed the end-to-end design of Pop Yourself, an AI-driven customization experience transforming user photos into personalized Pop figures.
- Designed and optimized responsive cart and checkout journeys for desktop, mobile, and kiosk, simplifying flows and improving conversion clarity.
- Partnered with top-tier brands to integrate exclusive features, enhancing user engagement and reinforcing brand alignment.
- Facilitated usability testing sessions to gather user feedback and iterate prototype flows.
- Created optimized design system using figma Tokens and Variables.

VF Corporation

Prouct Designer   June 2022 - September 2024

- Led cross-functional teams of developers, researchers, and designers to deliver consistent UI/UX across five brand websites, elevating user experience and reducing design rework.
- Designed and refined customer-facing pages while evolving a universal design system, ensuring scalable components and consistent interactions.
- Conducted regular design reviews with stakeholders to iterate on components and uphold design excellence.

Modivcare

UI/UX Designer   April 2021 - June 2022

- Designed healthcare products for ride scheduling and food delivery, with a focus on both customer and worker-facing experiences.
- Led a team working on B2B products that improved efficency for modivcare employees.
- Emphasized accessibility and user-centered design, while collaborating in an agile environment across multiple teams to deliver impactful solutions by delivering detailed design documentation.

Emmanuel Art Gallery

Visual Identity Designer & Gallery Manager   May 2017 - January 2020

- Designed marketing materials—logos, websites, and exhibit books—to strengthen visual identity and visitor engagement
- Regularly updated web-pages to reflect changing exhibits and created promotional content such as web ads, posters, and email campaigns.
- Mapped visitor user flows and collaborated on information architecture for exhibit web pages

Next Stage Digital Art Gallery

Visual Identity Designer & Gallery Manager
<div align="right">May 2017 - January 2020</div>

- Collaborated with artists and curators, including Meow Wolf Denver, to develop websites and marketing materials for special exhibits.
- Managed gallery associates, streamlining exhibit operations for timely and cohesive visitor experiences
- Developed information architecture for exhibit websites to improve navigation clarity

CU Denver Department of Arts and Media

Product Designer and Researcher
<div align="right">May 2017 - January 2020</div>

- Conducted user experience mapping and research to update and optimize the CU Denver College of Arts and Media website for improved accessibility and usability for students and staff.
- Creating designs for conversion and user outcomes.

Education

University of Colorado Denver

Bachelor of Arts, Digital Design
<div align="right">August 2015 - December 2019</div>

Skills

UI & Interaction Design

UI Design, Typography, Branding, UI Craft, User Interface Design, AA Accessibility Standards, Multi-Platform Design, Responsive design, UI design system optimization

UX & Research

UX Design, User Research, User Flows, Information Architecture, Design Reviews, A/B Testing, User Testing, Competitve research, User Mapping

Design System & Stratedge

Design Systems, System Design, Product Design, Prototyping, Project Management, System Management, Figma Tokens, Figma Variables, Figma Styles, Global Execution, Formulating Stratedgie with developers

Tools & Production

Adobe Suite, Photoshop, After Effects, Premier Pro, Indesign, Illustrator, Jitter, Figma, Fig-Jam, Jira, Sketch, Monday, Wordpress, Wix, Squarespace, Story Mapping, Marvel, Prototyping, Google Apps, Microsoft Apps