



Sarah (Sharara) Gear

Product Designer & Researcher

sarahgear.design
sarah@whois moss.com
linkedin.com/in/sarah-sharara-gear

PROFESSIONAL EXPERIENCE

Designer & Partner

Jun 2020–Present

Moss, Remote

A healthcare and wellness design firm helping teams innovate and build products for humans.

Sr. Product Designer & Researcher

Jan 2020–Present

Goodmaker, Remote

Goodmaker is a small studio that helps companies scale their design teams and products. As a multifaceted designer, I assist 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.

Designer

Aug 2019–Jun 2020

Grand Studio, Chicago

Grand Studio is a digital strategy and product design consultancy that works with companies to solve business challenges using user-centered design and research. As a part of a multidisciplinary design team, I collaborated with my team to create an internal tool that improves scheduling and communication. I led the development and implementation of the design system that established the framework for present and future design iterations as well as formalized the developer handoff process.

Product Designer

Feb–July 2019

Figo Pet Insurance, Chicago

I own the end-to-end ideation, research, and execution of the Figo Pet Cloud desktop application and mobile onboarding process. I built the initial framework for Figo's design system to assist in supporting its evolving visual language. Among my responsibilities, I collaborate with the creative director to develop component usage guidelines, patterns, and documentation.

Visual Designer

Oct 2018–Jan 2019

Humana, Chicago

As part of the Digital Center of Excellence team, I worked directly with interaction designers and copywriters to create visual design concepts across Humana's web and mobile platforms. I collaborated with UX designers, content strategists, the development team, and stakeholders to create new components and templates within the existing design system.

UI/UX Designer

Oct 2017–May 2018

Designation, Chicago

Designation is a 24-week immersive experience aimed to kickstart a career in UI/UX design. I learned the fundamentals of UX and focused on UI while working through the design process of a product, from UX research to style guides. I worked collaboratively with three design teams to determine and achieve business and user goals. The work I produced included but was not limited to wireframes, style tiles, high-fidelity mockups, and style guides for clients including: #BUILTBYGIRLS and Call on the Go.

UX Designer & Researcher/Project Coordinator

Jul 2016–Jan 2018

American Hospital Association, Chicago

I created a product roadmap, user personas, sitemaps, and wireframes for the development of the next generation product. I also led a team of developers in the product development which included: user testing, validation, and risk assessment. I created spec and test documents while executing quality assurance.

PROJECTS

Primary Design Studio

Jun 2019–Present

A grassroots design community founded by fellow Epicurrence peers that focuses on the development of our design skills through practice. Members work on design challenges and side projects together, helping one another pursue project ideas and groom leadership skills. Our goal is to promote growth as a community and in our design skills through social impact initiatives.

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.

SKILLS

UI

Responsive design
Style guides
Interaction design
Microinteractions
Branding
High fidelity mockups
Color theory
Typography
Visual competitive analysis

UX

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

Languages

Spanish, fluent
Arabic, limited proficiency

TOOLS

Figma
Sketch
Adobe CC
InVision
Principle
Zeplin
Keynote
HTML5
CSS3

EDUCATION

Rosalind Franklin University of Medicine and Science

Aug 2011–May 2015

Benedictine University

Graduated May 2011

B.Sc. Biology