Stu Phelps

SENIOR PRODUCT DESIGNER | UX/UI & FRONT-END DEVELOPMENT

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PROFILE

Designer specializing in simplifying complex digital products, from enterprise applications to consumer-facing websites and mobile apps. Combines UX research, visual design, and hands-on front-end development to create intuitive, practical solutions. Experienced across the product lifecycle, from discovery and prototyping through implementation.

SKILLS & EXPERTISE

Product & UX: User research, usability testing, interaction design, information architecture, prototyping, design systems, accessibility (WCAG AA / Section 508), stakeholder collaboration

Visual & creative: UI design, responsive design, branding, graphic design, motion graphics, game UI/UX

Development: HTML, CSS, JavaScript, Bootstrap, Git, responsive front-end development

Tools: Figma, Adobe Creative Cloud, Jira, Confluence, GitHub, Unity

PROFESSIONAL EXPERIENCE

SS Data Info | 2024–2026

Senior UX Designer / Front-End Developer

- Led a product UI overhaul, modernizing a complex application based on customer feedback and UX best practices.
- Introduced a design-in-browser workflow using Bootstrap templates for developer handoff, helping the team recover from unexpected delays and accelerate implementation.
- Applied WCAG AA and Section 508 accessibility requirements throughout the redesign.
- Mentored designers in the creation of a design system and style guide.

Canopy | 2018–2024

Senior UX Designer

- Led the end-to-end redesign of an enterprise IoT management platform, culminating in the launch of Canopy v3.
- Interviewed customers and facilitated discovery with stakeholders to uncover pain points and inform product direction.
- Collaborated closely with developers on implementation and new features to maintain design quality and consistency.
- Created a design system and reusable component library to standardize interface patterns.
- Designed customizable dashboard tools, including KPI Builder and Page Builder, and a companion device-monitoring mobile app.
- Helped shape the product roadmap and applied accessibility requirements aligned with WCAG AA and Section 508.

PROFESSIONAL EXPERIENCE (CONTINUED)

Blue Bomber Games | 2018–2021

Game Designer & Artist

- Co-developed and released Looking for Heals on Steam, contributing to game design, visual direction, UI, animation, music, and sound.
- Iterated on gameplay and HUD design using player feedback, surveys, and early-access testing.
- Led creative and marketing efforts that included an Indie MEGABOOTH GDC invitation and an exclusive announcement at the Kinda Funny E3 Showcase.

eTelic Inc. | 2015–2018

UX Designer

- Designed and developed a responsive public archive for legal documents, balancing usability, accessibility, and government branding standards.
- Helped introduce UX methods to the team and navigated stakeholder approvals to support on-time delivery.

EARLIER EXPERIENCE

Pure Red | UX Designer | 2012–2015

The Creative Group | Web Designer / Developer | 2011–2012

Freelance | Web Designer / Developer | 2010–2014

17 Hands Design | Web & Print Designer | 2008–2010

Current Events | Graphic Designer / Video Editor | 2006–2008

ADDITIONAL BACKGROUND

Earlier work spans retail and eCommerce websites, WordPress development, promotional email design and development, branding, print collateral, video editing, and digital marketing materials.