R. Clayton Miller

Product Designer r@rclayton.net   Portfolio: rclayton.net/?unlock=d35af8
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WORK EXPERIENCE

ClosedLoop.ai
Sr. Product Designer

JUNE 2023 – APRIL 2024 (LAID OFF)

Served as founding designer for a pivot from healthcare data science platform to genAI mobile health app, leading design from pitch stage through closed beta. Prior to pivot, launched a new data science offering that significantly reduced time-to-value for health system customers while addressing pain points in other parts of the platform.

Health IQ
Sr. Product Designer

MAY 2022 – DECEMBER 2022 (ALSO LAID OFF)

Led the creation of a new design system for an ML-powered internal suite used by health insurance agents, aiding compliance. Collaborated with the chief medical officer to improve how plan recommendations are explained in the context of patient diagnoses.

Insureon / HUB International
Sr. Product Designer

FEBRUARY 2020 – MAY 2022

Took a new SaaS product for business insurance agents from concept to launch, paving the way to a spinoff and acquisition. Owned the coverage application e-commerce experience, leading research and a major redesign followed by a double-digit increase in completions.

Project44
Sr. Product Designer

JULY 2018 – JANUARY 2020

Evolved a shipper-facing truckload/LTL visibility solution into rail and ocean freight modalities, driving new sales. Formalized, extended, and matured a design system to harmonize the presentation of data from disparate APIs while supporting new feature and product initiatives.

Outcome Health
UX Designer

APRIL 2016 – MAY 2018

Grew a point-of-care patient education and media platform from minimum viable product to deployment in tens of thousands of exam rooms. Explored solutions to increase user engagement, utilizing moderated testing and user-facing experiments. Initiated and led the effort to implement a unified design language across all products.

UrbanBound
Product Designer

AUGUST 2014 – MARCH 2016

Designed and launched a relocation benefit distribution product in the HR-tech space through rapid prototyping, user research, and design sprints.

Pathfinder Software
UX/Visual Designer

JANUARY 2012 – AUGUST 2014

Started as a visual designer with some UX responsibilities, and grew to lead UX and UI design for mobile and healthcare apps including a Bluetooth-connected insulin management app for diabetic patients.

EDUCATION

Northern Illinois University School of Art • BFA, honors, Visual Communication

SKILLS

Tools	Figma, Origami Studio, Jira/Confluence, Miro, Github, VS Code, Excel, DaVinci Resolve
General	Interaction design, visual design, prototyping, UX architecture, usability testing (moderated and unmoderated), spec documentation, microcopy, HTML/CSS
Superpowers	Technical affinity. Written communication. Systems thinker at every level.