

# Juno Okafor-Lindqvist

Senior Product Designer

juno.ol@example.com • 1.555.0142 • Portland, OR • portfolio.example.com/juno

## Skills

Product strategy  
UX research  
Figma & prototyping  
Design systems  
Accessibility (WCAG 2.2)  
Webshop UX education  
HTML/CSS basics

## Education

**BFA, Interaction Design**  
Cascadia College of Art, 2016

## Tools

Figma • FigJam • Maze •  
Dovetail • Jira • Notion •  
Webshop UX education

## Languages

English, Swedish, Yoruba  
(conversational)

## Talks

"Designing for the tired user" —  
regional UX meetup, 2024

## Profile

Product designer with nine years of shipping consumer and B2B tools. I turn messy research into calm interfaces, and I like the boring parts too: specs, edge cases and design-system hygiene.

## Experience

**Lead Product Designer** • Harborline Software

2022 – Present

- Led redesign of the scheduling flow used by 40k clinics; cut booking time by 31%.
- Built and documented a 140-component design system adopted by four squads.
- Mentored three designers; ran fortnightly critique and research share-outs.

**Product Designer** • Fernhill Labs

2019 – 2022

- Owned onboarding for a budgeting app; day-30 retention rose from 22% to 34%.
- Partnered with data team to design an experiment framework (60+ tests).

**Junior Designer** • Northwest Studio

2016 – 2019

- Delivered web and mobile UI for 25+ client projects across retail and nonprofit.
- Introduced accessibility audits as a standard project phase.

## Selected projects

**Clinic Calm** Scheduling redesign case study — research, 3 prototype rounds, rollout plan.

**Tiny Ledger** Volunteer budgeting tool for a food bank; used weekly by 60 volunteers.

**Open Patterns** Contributor to an open-source accessible form-pattern library.

## Contact

juno.ol@example.com

+1 555 0142

Portfolio

portfolio: example.com/juno

## Skills

Product strategy

UX research

Figma & prototyping

Design systems

Accessibility (WCAG 2.2)

Workshop facilitation

HTML/CSS basics

## Education

BFA, Interaction Design

Cascadia College of Art, 2016

## Tools

Figma · FigJam · Maze · Dovetail · Jira

· Notion · Webflow

## Languages

English, Spanish (fluent),  
(conversational)

## Talks

"Designing for the tired user" —  
regional UX meetup, 2024

# Juno Okafor-Lindqvist

## SENIOR PRODUCT DESIGNER

### Profile

Product designer with nine years of shipping consumer and B2B tools. I turn messy research into calm interfaces, and I like the boring parts too: specs, edge cases and design-system hygiene.

### Experience

#### Lead Product Designer · Harbourline Software

2022 – Present

- Led redesign of the scheduling flow used by 40k clinics; cut booking time by 31%
- Built and documented a 100+ component design system adopted by four squads.
- Mentored three designers; ran fortnightly critique and research share-outs.

#### Product Designer · Fernhill Labs

2019 – 2022

- Owned onboarding for a budgeting app; day-30 retention rose from 22% to 34%.
- Partnered with data team to design an experiment framework (60+ tests).

#### UI Designer · Northgate Studio

2016 – 2019

- Delivered well-reviewed mobile UI for 12+ client projects across retail and nonprofit.
- Introduced accessibility audits as a standard project phase.

### Selected projects

**Clinic Calm** Scheduling redesign case study — research, 3 prototype rounds, rollout plan.

**Tiny Ledger** Volunteer budgeting tool for a food bank; used weekly by 60 volunteers.

**Open Patterns** Contributor to an open-source accessible form-pattern library.

# Juno Okafor-Lindqvist

**PREVIEW • SENIOR PRODUCT DESIGNER • ZANTRO • PREVIEW**  
 zantrosales@comcast.net • +1 555 555 5555 • 10000 Zantro Rd., Zantro, OR 97146 • zantrosales@comcast.net/juno

## Experience

2022 - Present

- PREVIEW • ZANTRO • PREVIEW**

2019 - 2022

- UI Designer** · Northgate Studio

2016 - 2019

- PREVIEW · ZANTRO · PREVIEW**

## Sweet projects

**Tiny Ledger** Volunteer budgeting tool for a food bank; used weekly by 60 volunteers.

## Skills

**PREVIEW • Education & Career • ZANTRO • PREVIEW**

**Education & Career**

Languages: English, Swedish, Yoruba (conversational)

**PREVIEW • ZANTRO • PREVIEW**

JO

## Contact

juno.ol@example.com

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Portland, OR

portfolio: example.com/juno

## Skills

Product strategy

UX research

Figma · Prototyping

Design systems

Accessibility (WCAG 2.2)

Workshop facilitation

HTML/CSS basics

## Education

BFA, Interaction Design

Cascadia College of Art, 2016

## Tools

Figma · Figma · Maze · Dovetail · Bra

· Notion · Webflow

## Languages

English, Swedish, Yoruba  
(conversational)

## Talks

"Designing for the tired user" —  
regional UX meetup, 2024

# Juno Okafor-Lindqvist

SENIOR PRODUCT DESIGNER

## Profile

Product designer with nine years of shipping consumer and B2B products. I turn messy research into calm interfaces, and I like the boring parts too: specs, edge cases and design-system hygiene.

## Experience

**Lead Product Designer** · Harbourline Software

2022 – Present

- Led redesign of the scheduling flow used by 40k clinics; cut booking time by 31%.
- Built and documented a 140-component design system adopted by four squads.
- Mentored three designers; ran fortnightly critique and research share-outs.

**Product Designer** · Fernhill Labs

2019 – 2022

- Owned onboarding for a budgeting app; day-30 retention rose from 22% to 34%.
- Partnered with data team to design an experiment framework (60+ tests).

**UI Designer** · Northgate Studio

2016 – 2019

- Delivered web and mobile UI for 25+ client projects across retail and nonprofit.
- Introduced accessibility audits as a standard project phase.

## Selected projects

**Clinic Calm** Scheduling redesign case study — research, 3 prototype rounds, rollout plan.

**Tiny Ledger** Volunteer budgeting tool for a food bank; used weekly by 60 volunteers.

**Open Patterns** Contributor to an open-source accessible form-pattern library.

FADE IN:

# JUNO OKAFOR-LINDQVIST

Senior Product Designer

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PREVIEW · ZANTRO · PREVIEW

Product designer with nine years of shipping consumer and B2B tools. I turn messy research into calm interfaces, and I like the boring parts too: specs, edge cases and design-system hygiene.

## ## SCENES (EXPERIENCE)

**Lead Product Designer** · Harbourline Software

2022 - Present

- \* Led redesign of the scheduling flow used by 40k clinics; cut booking time by 31%.
- \* Built and documented a 140-component design system adopted by four squads.

Mentored three designers; ran forth-into-the-future research share-outs.

**Product Designer** · Fernhill Labs

2019 - 2022

- \* Owned onboarding for a budgeting app; day-30 retention rose from 22% to 34%.
- \* Partnered with data team to design an experiment framework (60+ tests).

**UI Designer** · Northgate Studio

2016 - 2019

- \* Delivered web and mobile UI for 25+ client projects across retail and nonprofit.
- \* Introduced accessibility audits as a standard project phase.

## ## DELETED SCENES (PROJECTS)

**Blue Ocean Scheduling** Design case study: research, prototype, rounds of design plan.

**Tiny Ledger** Volunteer budgeting tool for a food bank; used weekly by 60 volunteers.

**Open Patterns** Contributor to an open-source accessible form-pattern library.

## ## PROPS (SKILLS)

Product strategy, UX research, Figma & prototyping, Design systems, Accessibility (WCAG 2.2), Workshop facilitation, HTML/CSS basics

## ## BACKSTORY (EDUCATION)

BFA, Interaction Design, Cascadia College of Art (2016)

Language: English, Swahili, Yoruba (mostly as a name)

Talks: "Designing for the tired user" - regional UX meetup, 2024

FADE OUT.

PREVIEW · ZANTRO · PREVIEW