

KAT ANGELES

Staff / Principal Product Designer | Consumer & Enterprise Product Design • Information Architecture • AI-Assisted Prototyping
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SUMMARY

Product Designer with a decade of experience designing consumer and enterprise products for tens of millions of users. I specialize in Information Architecture — taking complex multi-layered workflows and building calm, decision-ready interfaces. I use Claude, Cursor, and Model Context Protocols to build functional prototypes that let me test complex logic in a live environment before engineering touches it.

CORE COMPETENCIES

- UX Strategy: Information Architecture, Consumer Product Design, Cross-Platform Design, Progressive Disclosure, Partner Ecosystem Design
- Prototyping & Tooling: AI-Assisted Prototyping (Claude, Cursor, MCPs), Figma, Next.js & Tailwind Conventions
- Collaboration: Cross-Functional Culture Building, Engineering Alignment, Executive Stakeholder Communication, Mentorship

PROFESSIONAL EXPERIENCE

Triplt (SAP Concur) | San Francisco, CA & Remote (Tucson, AZ) — Fully remote since 2020

Principal UX Designer | Mar 2025 – Mar 2026 Senior UX Designer | Feb 2018 – Mar 2025 User Experience Designer | Aug 2016 – Feb 2018

Personal Project: Menu System | Live Web Application (May 2026)

- Built and deployed a functional meal planning app (Next.js/Supabase) using Claude and Cursor — writing UX specifications and letting the AI handle the code, then testing complex state logic in a live environment before any engineering handoff.
- Built a complete design token system in Figma Variables and Tokens Studio, exporting JSON directly to Tailwind CSS.
- Viewable at: <https://menu-system-livid.vercel.app/>

Selected Project Highlights at Triplt

Real-Time Disruption UX (Disruption Hub)

- Partnered with Product and Engineering to translate an executive mandate into a developer-ready mobile MVP for travelers navigating real-time flight cancellations.
- Used rapid prototyping to pressure-test stakeholder concepts against actual API constraints — surfacing a scope reality check early that prevented serious scope creep and saved build time.
- Designed a triage experience focused on immediate clarity under high anxiety; established an analytics strategy to measure feature engagement and anxiety reduction.

Complex Data Architecture (Add/Edit/View Plan)

- Redesigned the core plan-creation flow using progressive disclosure, serving both fast-moving casual users and detail-oriented power users in a single, clean layout.
- Restructured data inputs so engineering could consolidate multiple backend calls into one save action — meaningfully reducing load times and cutting support tickets related to workflow friction.

Cross-Functional UX Culture (Product Discovery & Accountability)

- Built a product discovery process that put user needs at the start of every project, creating a shared standard of UX accountability across product and engineering.
- Created an environment where PMs and engineers voluntarily attended weekly design reviews because they were genuinely invested — not because they were required to be.
- Selected to co-facilitate a stakeholder workshop defining the broader creative vision for SAP Concur.

Design System Stewardship & Mentorship (SAP Next Talent Program)

- Built and evolved Triplt's proprietary design system; transitioned day-to-day maintenance to incoming fellows upon reaching Principal, keeping senior time on higher-leverage work.
- Mentored SAP Next Talent fellows through design process, cross-functional collaboration, and professional development via regular 1:1s.

EDUCATION

Graphic Design, Academy of Art University, San Francisco, CA