Michael McGehee

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SUMMARY

Highly accomplished Sr. UX Product Design Leader and Consultant with over 32 years of experience delivering high-impact solutions across enterprise, SaaS, regulated, and professional services environments. Proven expertise in driving holistic product strategy, establishing design systems from inception, and operating autonomously as a remote Product Owner and Consultant. Adept at influencing cross-functional teams and solving highly ambiguous problems using first principles thinking and best-in-class design craft.

PROFESSIONAL EXPERIENCE

UX Software Product Design Consultant (Remote)   **September 2024 – April 2025**
Actalent / ANPC / DoD / USAF, Hood River, OR
- Optimized complex DoD maintenance application UX/UI via agile research and redesign efforts, ensuring compliance and streamlined workflows for end-users of the Transponder Landing System application.
- Leveraged Figma for rapid prototyping and high-fidelity design artifacts, directly reducing post-handoff training requirements for downstream consumers.
- Consulted directly with cross-functional product stakeholders to define scope and break down ambiguous system upgrade requirements into actionable design sprints, demonstrating Product Owner capability.

UX Product Owner & Design (Remote)   **August 2022 – July 2023**
ManTech / DoJ / FBI, Clarksburg, WV
- Led heuristic evaluations and user research initiatives for Federal Law Enforcement & National Intelligence platforms, applying rigorous analysis to inform strategic redesigns.
- Ensured platform integrity by embedding crucial standards including 508 Compliance, Data Governance, and Data Management principles into the core design framework.
- Authored comprehensive user stories and acceptance criteria, utilizing the PEGA Systems UI Kit and Design System to communicate complex interactions clearly to development teams.

UX Design Consultant (Remote)   **April 2022 – August 2022**
PwC, New York, NY
- Drove strategic alignment through research, journey mapping, persona development, and design workshops focused on complex ESG evaluation systems.
- Contributed foundational elements to the Design System by creating reusable UI prototypes, standardized UI libraries, and comprehensive UX/UI guidelines.

UX Design, Strategy & Data Visualization Consultant (Remote)   **October 2021 – January 2022**
Microsoft, Redmond, WA
- Redesigned complex business Power Apps application workflows and critical dataflow scenarios within an agile framework to optimize operational efficiency.
- Applied deep expertise in Human-Computer Interaction (HCI), sophisticated data visualization, dashboards, and storytelling principles to complex information sets.

UI/UX Product Designer (Remote)   **January 2020 – October 2021**
NextGen Federal Systems / DoD / USAF, Morgantown, WV
- Orchestrated full-spectrum UX delivery for Defense/Aerospace/Intelligence Agencies, producing user flows, journey maps, wireframes, design specifications, and visual design to drive secure IT solution development.
- Awarded DoD Top Secret Security Clearance (August 2021- Present), demonstrating high-level trust and reliability required for critical development projects.

UX Design Consultant (Remote)   **March 2020 – May 2020**
John Deere Financial, Moline, IL
- Enabled agile project team collaboration to design and implement complex digital solutions for international dealerships and financial systems.
- Enhanced Human-Computer Interaction (HCI) across expanded back-end systems diversity to deliver measurably improved user experiences for financial operations.

UX Design Consultant (Remote)   **February 2020 – March 2020**
UX Magicians, Burlingame, CA
- Executed agile design collaboration for assembling intuitive mobile game application screens and defining complex user flows.

Lead UX Design Consultant (Hybrid)   **May 2019 – August 2019**
Lean Techniques, Johnston, IA
- Provided leadership in agile collaboration, UX design, competitive analysis, and responsive wireframe/visual UI design for specialized agriculture transportation and delivery services.
- Ensured platform accessibility across mobile, tablet, and desktop devices through adaptive and responsive design implementations.

Technical Design Director & UX Design (Remote)   **August 2016 – May 2018**
IKON EFS, Grand Rapids, MI
- Directed all creative and UX strategy for an IoT security video-lighting device, guiding UI/UX design, Information Architecture (IA), and Human-Computer Interaction (HCI).
- Managed the design team and process across a merger of four LED firms, overseeing production of design specifications, marketing collateral, and web content.

IoT/UX Product Design Owner & Creative Director (Remote)   **February 2014 – August 2016**
Kii, Inc., Tokyo, JP
- Delivered comprehensive UX research, IA definition, UI/UX design, user flows, wireframes, and visual direction for core IoT platforms and companion mobile applications.
- Optimized the design process by establishing standard design patterns and reusable components for the IoT and cloud-based mobile platform, accelerating feature velocity.
- Provided creative direction and leadership to an engineering and development team based in Tokyo, bridging international communication gaps.

TOOLS & SKILLS

Advertising, Adobe Acrobat Pro, Adobe CC Suite, Agile SDLC/SAFe Methodologies, Atlassian, Axure, DevOps, B2B, B2C, B2G, Balsamiq, Bootstrap, Branding, Collaboration, Communication, Competitive Analysis, Confluence, Content Design, Critical Thinking, Customer Experience, Design Specs, Design Thinking, Design Standards, Design System, Dreamweaver, Figma, Graphic Design, Heuristic Evaluation, HTML5, Human-Computer Interaction (HCI), Illustrator, Information Architecture, Interaction Design, InVision (Craft, Freehand & Studio), iOS Human Interface Guidelines, JIRA, Journey Maps & Storyboards, LaaS, Magento, Material Design, Microsoft Office 365, Microsoft Teams, Mind Maps, Miro, PaaS, Pegasystems, Photoshop, Process Improvement, Product Design, Product Owner, Prototyping, Responsive Design, SaaS, Site Maps, Sketch, Software & Responsive Design, Storytelling, Usability Studies & Testing, User-Centered Experience Design, User & Stakeholder Interviews, User Interface, User Personas & Goals, User Stories (Agile/SCRUM), User/Wire Flows, UX Full Stack, UX Research & Strategy, Visual Design, Wireframes, Visio & WordPress.

EDUCATION

Bachelor of Fine Arts Degree in Graphic Design & Advertising   **1994 – 1996**
Rocky Mountain College of Art + Design
Denver, CO

Associate of Applied Sciences Degree in Visual Communications   **1992 – 1994**
The Art Institute of Colorado
Denver, CO