

maryphillipsproduct@gmail.com Denver, CO

in linkedin.com/in/marytmccoy Portfolio: maryphillipsdesigns.com

Summary

I recently graduated from General Assembly's User Experience bootcamp, building upon the experience of 10+ years of building digital products. While allowing me a more creative outlet, understanding user needs and thinking about the full user experience remains in the forefront. And I understand scoping and budget constraints!

Experience

UX Researcher & Designer Fellow

General Assembly

January 2026

Full-time immersive program in UX/UI research and design, consisting of 480+ hours of project work, professional training, and mentorship. Executed end-to-end UX/UI design processes for four projects from the user research phase through UI design, prototyping, usability testing, iteration, and stakeholder presentation.

Projects

Marczyk's Fine Wines

Focused on redesigning a website to improve user engagement and functionality.

- · Conducted user research, including six user interviews, and using affinity mapping, card sorting, and user journey mapping to synthesize actionable insights to inform the user experience.
- Designed a responsive interface in Figma and conducted usability testing, using its results to iterate on the features and functions, resulting in a fully-prototyped HiFi design.

The Passport Program (Denver)

Worked on a team of three UX designers to create an app to replace a physical product offering.

- Conducted comprehensive user research for a paper-to-digital redesign of a seasonal coupon-stamp app by recruiting and interviewing 9+ users across target segments, synthesizing findings into affinity maps, personas, and task flows to define core user needs and pain points.
- Led UX design and prototyping efforts through collaborative sketching, low- to high-fidelity wireframing in Figma, and iterative usability testing, resulting in an intuitive mobile experience that preserved nostalgic elements while improving navigation, filtering, and visual hierarchy.

Your Daily™

Worked on a team of five UX designers to create a 2.0 version of the Your Daily™ app, incorporating an AI Coach into a gut health wellness app.

- Designed SOS Playbooks, an Al-guided crisis-support feature for a mental wellness app, enabling users to navigate moments of acute emotional distress through personalized, step-by-step action plans that minimized cognitive load while preserving autonomy and emotional safety.
- Led UX design for high-stress interaction scenarios, applying progressive disclosure, empathetic AI tone and voice, and accessibility-focused visual patterns to create a calm, trustworthy in-the-moment support experience.

Owner/Product Management Consultant

MTMP Consulting, LLC

2020 - Present

I completed 18 contracts, from short-term deliverables to multi-year full product roles. Here are some highlights:

Head of Product, Resume Folio

2021 - 2022

I developed a full product strategy, roadmap, and three year backlog, working closely with the CEO and initial management team. My contribution is part of a larger body of work in U.S. Patent # US-20230059021-A1.

Product Lead, Beech Valley Solutions

2022 - 2024

I shaped the high-level product strategy to align with business objectives, set the roadmap, sought relentless user feedback, and launched 12 significant features/modules.

Content Consultant, Dovetail

2023 - 2025

I wrote and reviewed product management and design content in support of Dovetail's SEO and marketing strategy plan.

Principal Product Manager | Product Manager

Bullhorn, Inc.

2018 - 2020 | 2014 - 2016

Product Line Manager of two products with \$6M revenue for a B2B platform serving staffing and recruiting agencies.

· Led a cross-functional team responsible for revenue, retention, and delivery metrics with 100% achievement in the fiscal year. Conducted monthly analysis on financial metrics to ensure any revenue and churn drivers with a product origin were well-understood and properly prioritized on the roadmap.

· Within 90 days after closing a significant acquisition, analyzed a set of comparable product offerings, made a strategic recommendation for the overall product portfolio, and set the roadmap and execution plan for the subsequent 6-12 months.

Planned and drove the execution of a product launch from a legacy product to a v2 product, encompassing a UI overhaul as well as new feature sets. Assembled and enabled cross-functional teams impacted and benefitting from the launch. Within 9 months, went from the beginning of beta clients to 95% of customers adopting the v2 product.

Senior Product Manager

Apto, Inc.

2017 - 2018

Product Manager

Charter Communications

2012 - 2014

Application Manager

Epic Systems & Cambridge Health Alliance

2003 - 2009

Education

Bachelor's, Honors French & International Business

The Ohio State University

MBA, Brand and Product Management Specialization Full scholarship

The University of Wisconsin-Madison

Pragmatic Marketing Certification

2020

User Experience Bootcamp, General Assembly

2026

Skills			
Product Management	UX Research & Design	Tools	Soft Skills
Product Management	User Research	Jira	Distributed Teams
Product Owner	UX/UI Design	Figma	Adaptability
Agile & Scrum	Information Architecture	Google Suite	Time Management
Project Management	Wireframing	Notion	Communication
Strategy & Roadmapping	Usability Testing	Slack	Collaboration

Epics and Story Writing Prototyping Zoom Stakeholder Management

Competitive Analysis Prioritization

Launch Planning Attention to Detail

Sunsetting Leadership