

Christene Fair

Product Designer | Product Strategy | Adjunct Professor

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[LinkedIn](#) | [Portfolio](#)

PROFILE

Product designer with 8+ years of experience turning ambiguous product and business problems into clear, usable experiences and implementation-ready guidance. Works across discovery, interaction design, prototyping, research, design systems, and delivery in close partnership with product, engineering, business, and client stakeholders. Experienced in marketplace products, internal tools, mobile and web experiences, cross-brand collaboration, and design-team enablement.

CORE CAPABILITIES

- **Complex workflow design:** Translate ambiguous requirements into flows, interaction models, responsive layouts, prototypes, and edge-case guidance.
- **Consultative product partnership:** Align product, engineering, design, sales, and business stakeholders on ownership, tradeoffs, and next steps.
- **Systems thinking and design quality:** Build and govern component libraries, variables, tokens, and UI patterns; reconcile design-system inconsistencies across products and teams.
- **Research and data-informed design:** Plan research and usability studies, incorporate stakeholder and user feedback, and collaborate with BI/product partners on data-driven decisions.

PROFESSIONAL EXPERIENCE

OPENLANE | Product Designer | August 2021–Present

- Designed auction functionality that launched in 2023 to onboard West coast dealerships, and continued iterative releases to expand the functionality which grew sales conversion from 15% at launch to 40% within the first six months.
- Shipped search and filtering improvements in 2024 to help dealers find inventory more quickly and reduce their cognitive load.
- Designed an internal deal working dashboard in 2025 to help sales representatives close deals and provide leadership with metrics on deal working activities.
- Partner across design, product, engineering, sales, and business stakeholders to align decisions across dealer-facing and internal workflows; strengthen design-team practices through recurring reviews, retrospectives, and best practices documentation.

COURBANIZE | Product Designer and Product Strategist | April 2020–April 2021

- Served as the company's sole designer for a project-management platform built for real estate developers, integrating design into product direction and delivery through Lean UX and Agile collaboration.
- Ran monthly research sessions with 5 subject-matter experts to define information hierarchy, prioritize required versus nice-to-have features, and shape dashboard implementation.
- Partnered with leadership, product owners, and engineering on a launch that shipped enough functionality for the company to acquire several paying clients in its first year.

SYRG (now Hourwork) | Product Designer and Product Strategist | September 2019–March 2020

- Founded the design function, crafting and implementing the design system and component library to support faster, more consistent product delivery.
- Consulted on product and design strategy, conducted research, backlog prioritization, and reviewed early-stage product decisions with founders.
- Coached junior designer and development team members on dual-track Agile, Jira, design libraries, WCAG, and design-to-development handoff.

LOVEPOP | Design Strategy Consultant | May 2019–September 2019

- Updated a design system and UI kit, facilitated design sprints, and delivered weekly design improvements within a Shopify-integrated product.

CVS | UX Design Lead | May 2018–March 2019

- Designed experiences across iOS, Android, and web while coordinating priorities across multiple business stakeholders and mentoring UX and visual design teammates.

TEACHING AND DESIGN LEADERSHIP

- **Northeastern University | Adjunct Professor | August 2019–Present:** Teach mobile interface design and human-computer interaction; guide students through AI-generated prototyping, usability testing, and iterative refinement.
- **Community leadership:** Seven-plus years of UX community involvement, mentoring, speaking, and UX community programming.

EDUCATION

- M.A., Digital Media Design, Harvard University Extension School
- B.A., English, Schreiner University

TOOLS AND SKILLS

Figma, VS Code, AI-assisted design and prototyping, Linear, Shortcut, Notion, Loom, Contentsquare