

Christopher Catzin

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SUMMARY

Senior UX Designer with 7 years of experience designing scalable, high-quality product experiences across complex systems and consumer-facing products. Former Apple designer with a computer science background, specializing in interaction design, systems thinking, accessibility, and design-engineering collaboration.

EXPERIENCE

Senior UX Designer — Apple

May 2024 – April 2026

Austin, TX

- Led UX strategy, information architecture, and end-to-end design for complex internal platforms used by technical and operational teams.
- Translated ambiguous business and engineering requirements into scalable workflows, interaction models, and high-fidelity prototypes.
- Created reusable patterns and design documentation to improve consistency across internal tools and support engineering implementation.
- Facilitated design reviews with product, engineering, and cross-functional partners to align on direction, resolve tradeoffs, and maintain design quality.

UX Designer — Apple

May 2022 – May 2024

Austin, TX

- Designed multi-step workflows across internal tools, focusing on usability, consistency, accessibility, and scalable interaction patterns.
- Created wireframes, prototypes, and design documentation to communicate design intent and support engineering implementation.
- Partnered with engineers through feedback cycles, QA reviews, and iteration to refine shipped experiences.
- Applied and extended design system patterns while identifying opportunities to improve consistency across related workflows.

Product Designer — Vendai

April 2020 – May 2022

Los Angeles, CA

- Led product strategy and end-to-end design for a mobile platform helping customers discover local street vendors in real time.
- Designed customer and vendor workflows across discovery, onboarding, map visibility, QR-based access, and vendor status updates.
- Conducted early user research with vendors to validate core needs, privacy concerns, and adoption barriers.
- Created prototypes and product direction to support engineering handoff, beta planning, and early market validation.

Software Engineer — Collabera

May 2019 – April 2020

Dallas, TX

- Designed and supported web and mobile product experiences, with a focus on onboarding, engagement, and conversion flows.
- Built a strong understanding of technical systems, constraints, and design-engineering collaboration.
- Contributed to end-to-end product delivery, from early structure and wireframes through high-fidelity UI and prototypes.

EDUCATION

California State Polytechnic University, Humboldt

Bachelor of Science, Computer Science — Cum Laude, GPA 3.84

CERTIFICATIONS

Google UX Design Professional Certificate

SKILLS

Design:	Product Strategy, UX Strategy, Interaction Design, Information Architecture, Systems Thinking, Design Systems, Prototyping, User Flows, Usability Testing, Accessibility, Visual Design
Tools:	Figma, Sketch, FigJam, Adobe Creative Suite, Principle, After Effects
AI & Prototyping:	ChatGPT, Claude, Figma AI, Cursor
Technical:	HTML, CSS, JavaScript, React, TypeScript, Git, SQL, REST APIs