



**Melanie F. Sexton**  
1787 W Canary Way  
Chandler, AZ, 85286  
(843) 870-8266  
melanie.florencio@gmail.com

## SKILL SETS

UX Design / Qualitative Research / Digital Prototyping  
Visual Design / Design Thinking / Storytelling / Content Strategy

---

## WORK EXPERIENCE

**Cisco, Austin, TX**  
**UX Designer, Security and Trust**  
*Feb. 2022 - present*

- Lead UX design strategy and execution for the Security Insights platform, supporting a DevOps audience of 30,000 users.
- Develop and standardize UI components using the Cisco UI Kit design system, reducing implementation time by 25%.
- Conduct user research and usability testing across security engagement managers and engineering leads, leading to a 15% reduction in workflow inefficiencies.
- Present actionable design concepts to stakeholders, influencing product roadmaps and enhancing cross-team alignment.
- Design and prototype tools for secure development lifecycle visualization, enabling teams to assess security postures and improve governance adherence.
- Support compliance efforts for the 2021 Biden Executive Order, delivering new security-focused functionalities for build environments.

**Austin Community College, Austin, TX**  
**Adjunct Instructor, UXUI program**  
*Aug. 2021 - May 2022*

- Taught Survey of UX Design and UI Design 2 courses, mentoring students on the principles of user-centered design and interface aesthetics.

**Wondros, Austin, TX**  
**Sr. Product Design Strategist**  
*Oct. 2021 - Feb. 2022*

- Led UX strategy for participant and researcher platforms in the NIH's 'All of Us' health research program, focusing on user engagement and data usability.
- Designed a hybrid patient nutrition intake process in collaboration with provider stakeholders, enhancing data accuracy and operational efficiency.

## EDUCATION

**Continuing Education, UX Design**  
Austin Community College  
Austin, TX  
*Spring 2020*

**MA, Sequential Art**  
Savannah College of Art and Design  
Savannah, GA  
*June 2011*

**BFA, Sequential Art**  
Savannah College of Art and Design  
Savannah, GA  
*May 2009*

## SPECIAL PROJECTS

**Exhibiting Artist**  
Williamson County Art Guild, 2024  
Round Rock Arts, 2022 - present

**Member**  
Graphic Artists' Guild, 2022

**Speaker**  
Wondros Pecha Kucha, 2021  
[What Can UX Design Learn from Comics?](#)

**Speaker**  
ACC UXUI Colab, 2021

- Developed onboarding and registration processes for patient portals, reducing onboarding time by 10% and improving user satisfaction.

**Sonatype Inc., Austin, TX**

**Product Designer**

*Dec. 2020 - Oct. 2021*

- Designed key features for Nexus Repository Manager, driving improvements for enterprise security engineers and developers.
- Conducted qualitative research to inform design decisions, reducing support tickets related to usability issues by 15%.
- Delivered high-quality design assets within 2-week sprint cycles, collaborating with product managers and developers to meet agile goals.

**Sr. eLearning Developer**

*Feb. 2019 - Nov. 2020*

- Created customer-centric eLearning materials that reduced customer inquiries by 20% and improved user onboarding efficiency.
- Spearheaded a content strategy leveraging Design Thinking, aligning educational materials with user needs and personas.
- Participated in company-wide hackathons, contributing design solutions that enhanced product features and engagement.

**Blackboard, Inc., Austin, TX and Washington D.C.**

**Product Designer**

*May 2018 – Feb. 2019*

- Designed software features for assessments and grading within Blackboard Learn Ultra, improving usability and faculty satisfaction.
- Conducted research to explore future-facing strategies, collaborating with cross-functional teams to innovate on instructional design tools.

**Content Training Designer**

*Jun. 2017 – May 2018*

- Developed the enterprise-wide employee onboarding program, reducing ramp-up time for new hires by 25%.
- Designed interactive training prototypes validated with organizational leaders, resulting in adoption across multiple departments.

**General Dynamics Health Solutions, Silver Spring, MD**

**Education Materials and Products Designer**

*Nov. 2015 - Jun. 2017*

- Conceptualized and delivered digital education tools for healthcare providers and veterans, improving training outcomes and user engagement.
- Conducted research with traumatic brain injury experts to translate complex medical information into accessible digital resources.
- Designed and tested interactive prototypes, enabling feedback-driven enhancements for healthcare education tools.

[UX Career Journey: Melanie Sexton](#)

**Speaker**

**Sonatype Elevate, 2021**

[Nexus Repository Replication](#)

**Member, Contributor level**

**AIGA Austin, 2021**

**Special Guest**

**"Off the Cuff" web series, 2019**

Episode 30: Melanie Sexton on UX Design

**Producer**

**Carevena Concept Video, 2017**

Crowdfunding video for mobile health application Dermitrax.

**Producer: Instant Replays**

**Covert Aire High School Football Bowl Series, 2014**

**Speaker**

**TEDxCreative Coast, 2014**

["The Library of the Future: Using Makerspaces to Connect with Your Community"](#)

**Exhibiting Artist**

**North Charleston Arts Festival, 2012**

"Outside the Line"

Illustration exhibit

**Co-creator**

**Undead Norm: A Zombie Comedy 2011-2013**

Issues #1 & #2

**Illustrator**

**Infinity Software Development, 2012**

Sunshine State Testing materials