



**Melanie F. Sexton**  
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Senior Product Designer and UX Strategist with 14+ years of experience leading human-centered design initiatives across cybersecurity, healthcare, education, and federal programs. Skilled in service design, digital transformation, design strategy, and mixed-methods research to improve complex experiences for enterprise and public-sector.

## CORE SKILLS

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

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## WORK EXPERIENCE

### Cisco, Austin, TX

#### Product Designer — Security & Developer Platforms

Feb 2022 - Apr 2026

- Led UX design strategy and execution for the Security Insights platform, supporting a DevOps audience of 30,000 users.
- Standardized UI components using the Cisco UI Kit design system, reducing implementation time by 25%.
- Conducted user research and usability testing across security engagement managers and engineering leads, leading to a 15% reduction in workflow inefficiencies.
- Presented actionable design concepts to stakeholders, influencing product roadmaps and enhancing cross-team alignment.
- Prototyped tools for secure development lifecycle visualization, enabling teams to assess security postures and improve governance adherence.

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

## 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

2022-Present

Austin, TX and Phoenix, AZ

Member, Graphic Artists' Guild, 2022

### Speaker

ACC UXUI Colab, 2021

[UX Career Journey: Melanie Sexton](#)

### Adjunct Instructor

#### Art, Design, UX Design

Austin Community College

Technical College of the Lowcountry

University of South Carolina -

Beaufort

Charleston Southern University

Trident Technical College

**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.

**Member, Contributor level**

**AIGA Austin, 2021**

**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

**TECHNICAL DOMAINS**

Cybersecurity  
DevSecOps  
Enterprise SaaS  
Developer Tooling  
EdTech  
Learning & Development  
Complex Workflow Architecture