

Michael A. Davis

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Experience

Strider Technologies

Sr. Director of Product Design | Jan 2026 to Present

- Define and execute product design strategy across the full platform, partnering with the VP of Engineering and VP of Marketing to align product vision with company OKRs and drive a 28% increase in user task completion rates.
- Implemented AI design tools to increase productivity and design consistency so 3 designers ship at the velocity of 6.
- Grow and mentor a team of 3 Sr. Product Designers, establishing design reviews, critique culture, and a shared design system.

Director of Product Design | Jan 2025 to Jan 2026

- Led the AI initiative, designing the AI-powered search that unified four previously siloed products into one query experience.
- Rearchitected the entire product experience, partnering with engineering, product, and product marketing to merge 4 separate tools into a single unified platform that improved onboarding completion by 35%.

Lead Product Designer | May 2023 to Jan 2025

- Established the UX department as the first designer, replacing an external agency by building an end-to-end design process in-house and championing user research adoption across the organization.
- Implemented a structured design-to-engineering handoff workflow, reducing delivery time from weeks to days.

ArbiterSports

Head of UX & Product Design | Nov 2020 to May 2023

- Led UX research program conducting 50+ user interviews, translating insights into product requirements that reduced support tickets by 22%.
- Drove UX strategy adoption through stakeholder management across leadership, embedding data-driven design into the product development lifecycle and reducing rework cycles.
- Implemented Figma-based design system and streamlined handoff processes, cutting design-to-dev cycle time by 30%.

Verb Technology

Product Designer / Product Manager | Apr 2015 to Nov 2020

- Directed a design team of 5 in shipping a live interactive video platform for desktop and mobile, from concept through launch.
- Owned end-to-end UX workflows including wireframes, prototypes, and motion design, reducing iteration cycles by 25%.
- Led product design through the company's acquisition and rebrand, maintaining design continuity across platforms and ensuring zero disruption to the user experience.

Personal Projects

BreakOff | Founder & Developer | React Native + Expo | iOS App

- Designed and built a screen-time management iOS app end-to-end: product strategy, UX design, and full-stack development. Live on the App Store.

StudioSelf | Founder | AI-Powered Personal Development Platform

- Founder of an AI content studio that generates consistent portraits, videos, and written content from generative models. Built the multi-model workflow (Gemini 2.5, Grok Imagine, IP Adapter, ControlNet) and run product, design, brand, and ops as the sole operator.

Skills

Design

UI/UX Design
Mobile App Design
UX Strategy
User Flows & Journey Maps
Wireframes & Prototyping
Design Systems
Motion Design

Research

User Interviews
Usability Testing
A/B Testing

AI & Technical

AI Product Design
Prompt Engineering
React Native / Expo

Tools

Design

Figma
Subframe
Claude Design

Development & AI

Cursor
Claude
VS Code
GitHub

Product

Jira
Productboard
Asana

Education

Utah Valley University

BS in Digital Media