Audrey Mock
Product Designer

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audreymock.com

⬤ Available

Designer at heart, problem solver by trade. I simplify complexity through intuitive, research-driven design to create meaningful, human-centered experiences.

Work Experience

ForeFlight

Product Designer (Jun 2023 - Present)

Design data-driven features for a complex iOS web app for pilots, including weather visualization, enroute navigation planning, and runway incursion prevention.

Regularly conduct in-person and remote usability sessions with users from across 20+ airlines.

Cross-functionally collaborate with developers and PMs to ensure seamless implementation.

Product Design Intern (Jun 2022 - May 2023)

Assisted in the development of two new app features.

Spearheaded the design team's transition from Sketch to Figma by rebuilding 50+ design files from scratch and creating corresponding developer specs.

Develop For Good

UI/UX Designer (Sep 2020 - Oct 2022)

Partnered with clients and designers to redesign two nonprofits' websites across desktop and mobile.

Led research, prototyping, and implementation to align with goals and improve usability.

Yotme

UX and Marketing Intern (Jun 2021 - Aug 2021)

Redesigned core features of a consumer relations management software platform by conducting competitor analysis and user testing to improve usability.

Led marketing site revamp to streamline navigation and clarify content.

Education

Wellesley College
B.A. in Media Arts and Sciences
2019 - 2023
Cummultive GPA: 3.98/4.00

Massachusetts Institute of Technology
Cross-Registered Student
2021 - 2021
Tangible User Interfaces

Skills

Design
Wireframing
Rapid Prototyping
Interaction Design
User Research
Usability Testing
User Personas
Storyboarding
Information Architecture

Tools
Figma
Sketch
Adobe Creative Suite
Principle
HTML/CSS
JavaScript
Python

Languages
English
Spanish
Korean