

Duncan Mowatt

Design Manager & Product Designer

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As a seasoned Design Manager and Product Designer, I'm passionate about leveraging technology to tackle intricate business challenges, driving tangible value and outcomes for organizations of all scales. As a Design Manager, I bring a strategic vision and hands-on approach to design leadership supported by a track record of guiding and nurturing high-performing teams that consistently surpass benchmarks. As a Product Designer, my expertise lies in user-centric design principles, strategic ideation, and seamless cross-functional cooperation, enabling me to craft intuitive, impactful user experiences that align with overarching business objectives and yield measurable results.

Work Experience

CommentSold

Design Manager & Principle Product Designer

www.commentsold.com

May 2021 — May 2024 • Seattle, WA

- Managed an international team of five designers across multiple locations (USA, India, China), fostering collaboration and ensuring alignment with business objectives and team productivity while retaining a high UX/UI and systems standard.
- Managed designer assignments and design resourcing for all development and product teams as well as hiring/termination, mentoring/continued education, and review cycles.
- Led the design of next-gen CommentSold products including: AI integration, short form video clips, fulfillment & inventory management systems, and experimental video & streaming technologies.
- Spearheaded the design integration of PopShopLive into the CommentSold ecosystem, unifying UX/UI patterns and assets across platforms.
- Led the design and implementation of the CommentSold design language.
- Led UX research efforts, working closely with stakeholders and support teams to gather and validate design requests and user feedback, driving iterative improvements to products.

Skykick

Senior Product Designer

www.skykick.com

Sept. 2019 — May 2021 • Seattle, WA

- Designed and implemented an extensible notification system, allowing seamless communication and automation across all Skykick products.
- Led the design of a next-gen billing and subscription service, providing clients with customizable plans tailored to their business needs.
- Collaborated with technical leads to design a cutting-edge email cloud migration service, addressing complex technical challenges while maintaining simplicity in user experience.

Xinova

Senior Product Designer

www.skykick.com

April. 2018 — Sept. 2019 • Seattle, WA

- Initiated and led the implementation of user-authored content in the platform, resulting in a significant increase in published opportunities and a drastic reduction in time-to-market.
- Designed and tested a modular contract tool with payment trigger functionality, streamlining the contract negotiation process and reducing turnaround time from weeks to hours.
- Developed an advanced search and filtering system for the patent database, enhancing user accessibility and efficiency in navigating vast amounts of data.

Level 11

Senior Product Designer

www.level11.com

Sept. 2017 — March 2018 • Seattle, WA

- Collaborated with the University of Washington on the design the GIX network wall, optimizing usability and functionality for interactive showcase purposes.
- Developed user-centric design assets and prototypes for IoT clients, utilizing industry-standard technologies to visualize concepts and pitches effectively.

Sportsrocket

Senior Product Designer

www.level11.com

July. 2016 — Sept. 2017 • Bellevue, WA

- Partnered with the National Lacrosse League to design and develop OTT video applications for multiple platforms, meeting strict deadlines and delivering feature-rich user experiences.
- Implemented a consistent design language across the suite of applications, streamlining development and ensuring visual coherence.
- Led the design of a new Live Streaming Admin Dashboard, empowering directors to manage streams effectively in real-time.

Additional Interests

- **Lé Cabanon:** Established a fully functional tracking and mixing studio, utilizing skills in audio engineering and production to support personal projects and professional endeavors.
- **Mascot Coffee:** Founded and operated a boutique micro roaster specializing in light roast African varietals, leveraging product testing to enhance fulfillment and inventory systems at CommentSold.

Education

- Seattle Central Community College: Certificate in 3D Game Design, 2008 – 2009.
- University of Washington: Bachelor of History with a minor in DX Arts, 2003 – 2006

Skills

Tools: Figma, XD, Sketch, Adobe Suite, Principle, MIRO, Jira, Productboard, Monday

Process: Agile, Wireframing, Prototypes, Personas, Storyboards

Research: All forms of Quantitative and Qualitative, Contextual Inquires, Usability Testing (A/B, et al.)
Heuristic Analysis, Surveys, User Interviews