

Hi, I'm Melissa Burnham

Product Designer

Product designer with experience creating clear, user-friendly digital experiences across web and mobile. Strong background in user research, UX writing, and high-fidelity interface design, with a focus on improving usability, communicating value clearly, and building trust.

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CORE SKILLS

Design

Web Design
UX Writing
Design Systems
High-Fidelity UI Design
Prototyping
Information Architecture
User Flows

Research

User Research
User Interviews
Usability Testing
Journey Mapping
Observational Research

Platforms

iOS
Android
Web
WearOS

Software

Claude Code
Figma
Canva
Google Suite
JIRA
Confluence

EXPERIENCES

Product Designer | Gabb Wireless

Lehi, UT | Aug 2022 - Jan 2026

Designed end-to-end user experiences for Gabb Watch 3, leading work from research through prototyping to improve usability, task success, and product satisfaction. Partnered cross-functionally to create kid-safe interfaces that balanced playful design with clear communication and practical functionality for both children and parents.

- Reduced onboarding time so 80% of users completed setup in 10 minutes or less
- Increased messaging task completion on a wearable device from 36% to 79% through usability-focused design improvements
- Led the redesign of the Gabb Watch 3 OS to improve feature discoverability, usability, and overall product satisfaction

UX/UI Designer | Tulsa City of Learning

Remote | Apr 2022 - Jun 2022

Led user research and designed high-fidelity wireframes for a parent-facing landing page, improving content clarity, navigation, and ease of discovery for kids' programs.

UI Designer | Innovation for the Ages, LLC

Remote | AUG 2021 - JAN 2022

Owned the end-to-end design of a no-code platform for creating VR experiences, taking it from initial concept sketches to a high-fidelity Figma prototype.

EDUCATION

UX/UI Design Career Track Certification

Springboard, 2021-2022

B.S. Human Development

Brigham Young University, 2013-2018