Caroline Mao

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Education

BARNARD COLLEGE,
COLUMBIA UNIVERSITY

Class of 2022, New York, NY

B. A. Computer Science

Concentration in Software

Applications

GPA: 3.6

Skills

User interface design
User experience design
Visual design
Wireframing
Prototyping
User research
Usability testing
Information architecture

Tools

Design systems

Figma, Sketch, XD Cursor, v0 Storybook Photoshop, Illustrator, InDesign HTML/CSS, JavaScript, React Git/GitHub

Activities

ART DIRECTOR, SINE THETA MAGAZINE

June 2021 - Present

Lead art direction and manage team of 5 designers in designing quarterly print issues in InDesign.

Experience

PRODUCT DESIGNER, ASTRANA HEALTH

Jan 2023 - Present, New York, NY (Remote)

- Built application for internal care managers 0 → 1 as the only designer, growing from 0 to 150+ users who serve a population of 1M+ patients.
- Led end-to-end design on key features like care plans, activity feeds, patient profile, and outreach tools, enabling users to more effectively coordinate care.
- Collaborated with product, engineering, and clinical and executive stakeholders on product discovery, strategy, and release.
- Spearheaded introduction of Storybook for design system documentation. Implemented UI components with Cursor.

PRODUCT DESIGN INTERN, ASTRANA HEALTH

May 2022 - Jan 2023, New York, NY (Remote)

- 2nd designer. Designed UX improvements for provider portal app for providers to easily understand patient insurance.
- Conducted user interviews on providers and expanded design system.

USER EXPERIENCE DESIGN INTERN, IBM

Jan 2022 - May 2022, New York, NY (Remote)

- Led end-to-end design process on internal tools showcasing Al innovations in Q&A technology.
- Conducted stakeholder research and interview analysis for an educational toolkit on AI ethics.

PRODUCT DESIGN INTERN, WELLSHEET

June 2021 - Aug 2021, New York, NY

2nd designer. Researched and designed feature improvements to decrease physician burnout for a SaaS electronic health record (EHR) UI used by 2K+ physicians. Collaborated with product and 2 dev teams.

PRODUCT DESIGN LEAD, COLUMBIA VIRTUAL CAMPUS

April 2020 - Oct 2020, New York, NY (Remote)

- Led a team of 7 product designers in collaboration with 3 developer teams on a student organization website building Columbia digital community during COVID-19.
- Conducted user research, wireframing, prototyping, building a design system, and asset creation.