

Crys Moore

Staff Product Designer

Crys Moore

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About me

I'm a quick-thinking product designer with over nine years of experience delivering digital products for web and mobile platforms. Skilled in crafting 0-1 products for fast moving teams, I specialize in tackling intricate challenges. I'm also a passionate DEIB practitioner and have successfully shipped several inclusive design features. Now, I'm seeking opportunities to apply my expertise for solving complex problems on a larger scale.

Experience

Vareto / Staff Product Designer

AUGUST 2023 - PRESENT, REMOTE

I play a pivotal role in design initiatives at a small-stage startup, leading efforts toward product-market fit through iterative design processes and user-centric strategies, while demonstrating exceptional problem-solving skills

Dashboard (formerly Glean) / Founding Designer

AUGUST 2021 - MAY 2023, NYC, NY

I joined Dashboard as the 5th employee and sole designer. During my tenure I led both 0-1 product and brand design for a complex BI data visualization tool. My work at Hasboard built the foundation for the application, which has enabled the company to find product market fit.

I developed and implemented a novel hiring process for screening applicants for micro-aggressions. My work expanded our behavioral interview process to look for spikes in DEIB related empathy.

Betterment / Product Design Manager

2019 - 2021, NYC, NY

I led design for Betterment's B2B lines during a time when Betterment was investing in the business. I designed several 0-1, business critical products that have enabled betterment to gain and keep a foothold in the market. Acting as a player / coach, I mentored and managed a small but mighty team.

I co-led the product development, and led design for several inclusive product features that received accolades both internally and externally.

Blackfynn / Product Designer

2017 - 2019, Philadelphia, PA

I led the design of several features for a collaborative data tool for neuroscientists with grant funding from the National Institute of Health and the Michael J. Fox Foundation.

Comcast / User Experience Designer

2016 - 2017, Philadelphia, PA

I Led design for several projects during the company's transition to a "Digital First" business model. My efforts on both web and mobile reduced call center costs and increased revenue.

Education

New York University / Master of Professional Studies

2011 - 2013, NYC, NY

Program: ITP, Interactive Telecommunications Program

Antioch University, Los Angeles / Bachelor of Arts

2007 - 2009, Los Angeles, CA

Self-Directed study in "Visual Critical Studies"

Achievements

Speaking

Mad*Pow FXD Conference

Talk: "Inclusive Design! Do No Harm"

Writing

Medium Bootcamp

Case Study: Trans-inclusive design, 2 parts

Press

The Verge

'Interactive Fish Tank' turns water into a capacitive touchscreen

Al Jazeera America

Wild Turkey's of Staten Island