DOMONIQUE BAUL DAVIS

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Portfolio: dbaul.com

EDUCATION
Bachelor of Arts
Telecommunication
Information Studies and
Media Emphasis in
Digital Media Arts and
Technology
*Michigan State
University*

TECHNICAL SKILLS
Figma
Balsamiq
HTML
CSS
WordPress
Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Microsoft Office
User Research
Wireframing,
Prototyping (Figma)
Accessibility Design
(WCAG 2.1)
Front-end Development
Analytics
Implementation
Content Strategy

PROFESSIONAL SUMMARY
Lead Product Designer with 10+ years of experience designing and delivering user-centered digital products across web and mobile platforms. Proven expertise in end-to-end product design, UX/UI, design systems, accessibility, usability testing, and cross-functional collaboration with product, engineering, and business teams. Experienced in regulated and data-driven environments, translating complex requirements into simple, scalable user experiences.

EXPERIENCE

Senior UX Designer (Contract)
City of Detroit – Mayor's Office | Detroit, MI
May 2024 – Present

- Lead end-to-end product design for high-visibility digital platforms from discovery through production
- Own UX/UI design, interaction design, wireframes, prototypes, and high-fidelity designs across web and mobile
- Collaborate closely with product managers, engineers, and marketing stakeholders to define product strategy and execution
- Translate complex policy, economic, and regulatory requirements into intuitive, user-centered experiences
- Conduct usability testing and accessibility audits to ensure WCAG 2.1 compliance
- Contribute to scalable design patterns and reusable components within a component-based architecture
- Partner with engineering teams to ensure accurate implementation of designs in production
- Implement and monitor analytics to evaluate product performance and inform design iterations
- Facilitate design reviews, stakeholder workshops, and feedback sessions

UX Designer II
Intellectual Technology, Inc. | Fort Wayne, IN
July 2021 – June 2023

- Designed user-centered solutions for enterprise and government web applications
- Created user flows, wireframes, prototypes, and high-fidelity UI designs using Figma
- Collaborated with product owners, developers, and business analysts in Agile environments
- Conducted usability testing and incorporated user feedback into iterative design improvements
- Contributed to and maintained shared design systems and UI standards
- Applied accessibility and inclusive design principles across all projects
- Advocated for user needs while balancing technical and business constraints

UX/UI Designer
Matrix Human Services | Detroit, MI
2019 – September 2021

- Led UX/UI design for a client dashboard supporting 3,000+ users
- Designed and optimized donor-facing digital experiences that generated over $100,000 in fundraising
- Developed scalable UI patterns and visual systems for web platforms
- Provided analytics insights and performance reporting to executive leadership

UX/UI Designer Developer (Contract)
Ektello @ General Motors | Detroit, MI
2019

- Designed UX/UI for an internal employee benefits platform
- Collaborated with cross-functional teams in a highly regulated enterprise environment
- Applied front-end development knowledge to support design feasibility and implementation

Product Designer
Raytheon Professional Services | Troy, MI
2016 – 2019

- Designed digital products and training platforms for automotive and enterprise clients
- Produced wireframes, prototypes, and high-fidelity designs
- Collaborated with product, engineering, and instructional design teams

Web Designer
CDK Global | Detroit, MI
2013 – 2016

- Designed and optimized web experiences across 4,000+ consumer-facing websites
- Implemented responsive, mobile-first design patterns at scale
- Worked within CMS platforms and enterprise workflows