April Vincent
UX | UI | CX Design

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Cranston, Rhode Island

PROFESSIONAL SUMMARY

Senior UX/UI design leader with 10+ years of experience designing and scaling complex digital systems. Backed by 25+ years in web and visual design, bringing hands-on execution, systems thinking, and long-term clarity to user-centered, business-critical experiences.

CORE SKILLS

Tools & Systems
Figma
Adobe Creative Suite (Expert)
Wireframing & UX Documentation

UX & Design Systems
Information Architecture
Design Systems
User Journeys & Flows
Accessibility & Inclusive Design

Project & Collaboration
Agile Development
Jira
Confluence
Cross-Functional Collaboration
Brand & UX Asset Libraries

EDUCATION

University of Rhode Island
Bachelor of Fine Arts
Class of 1994

PROFESSIONAL EXPERIENCE

Collage Group *Consumer Insights & Market Research*

Owned hands-on UX and brand execution, scaling a refreshed identity across marketing channels while establishing workflows and asset libraries for long-term clarity.

Director, CX Design (Full-Time)　　SEP 2024 – DEC 2024

- Led the application of a refreshed brand identity across digital and print marketing touchpoints, partnering cross-functionally to audit and update collateral and ensure consistent UX, visual language, and messaging.

- Established scalable brand and UX guidelines spanning web, presentations, white papers, social assets, and infographics to support ongoing growth.

- Implemented project management frameworks and organizational systems—including Jira workflows, project templates, and centralized asset libraries—adopted across the department to improve visibility and delivery.

- Provided ongoing UX, brand, and operational direction, ensuring contributors and teams aligned to the strategic design vision over time.

Lead UX/UI Designer (Contract)　　MAY 2024 – AUG 2024

- Led and executed a fast-paced UX/UI website rebuild, improving information architecture, navigation clarity, and scalability.

- Translated new brand standards into flexible layouts and reusable content blocks that supported future growth.

- Partnered with stakeholders and developers to manage content migration, QA, and launch execution on a condensed timeline.

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PROFESSIONAL EXPERIENCE

KVH Industries *Global Satellite Communications & Connectivity*

Director, UX/UI Design *MAR 2022 – APR 2024*

Owned the end-to-end redesign of a complex satellite communications UI, improving usability, scalability, and long-term product growth across distributed engineering teams and enterprise workflows.

- Led the full redesign of a legacy satellite communications interface, restructuring information architecture to improve clarity, discoverability, task efficiency, and long-term scalability for complex workflows.

- Collaborated closely with globally distributed hardware, software, and networking teams to align designs with real technical constraints and evolving product requirements.

- Established scalable visual systems and design standards (layout, grid, typography, iconography) that enabled faster development cycles and reduced dependency on design for incremental updates.

Senior UX / Product Designer *2014 – 2022*

Role expanded over time to include platform UX, large-scale website ecosystems, and visual system stewardship.

- Led UX design for a highly complex satellite communications and networking platform, improving scalability, configuration workflows, and usability as product scope expanded over time.

- Owned UX strategy and execution across multiple large-scale website rebuilds, modernizing information architecture, navigation, and content systems for a complex, enterprise-grade web presence.

- Partnered with international engineering, product, and marketing teams to translate complex technical requirements into intuitive, production-ready designs.

Senior Web / Visual Designer *OCT 2004 – 2014*

Promoted into senior roles as responsibilities evolved from visual and web design into increasingly complex, system-driven UX work.