

Tanner Sotkiewicz



Product / UX Design Lead, User Research, B2B + B2C SaaS

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Summary

UX Design Lead with nearly 10 years of experience owning the full design lifecycle for EdTech, FinTech, and SaaS products, with a combined user base of 9M+ across the products delivered. Areas of expertise include stakeholder facilitation, rapid prototyping, and translating ambiguous problems into clear, shippable solutions. Equally comfortable owning individual craft and leading teams, mentoring junior designers, driving internal process improvements, and contributing to the culture that keeps distributed teams engaged.

Core Skills

Product Design • UX Design • Design Leadership • AI Prototyping • Figma / Adobe XD / Sketch • Information Architecture • Design Systems • Wireframing & LoFi Prototyping • Accessibility • User Research & Usability Testing • HTML • CSS

Experience

Openfield

UX Design Lead

2025 - Present

- Owned end-to-end design and client relationships across a portfolio of 75+ projects spanning 12 clients, setting timelines, navigating shifting technical and business constraints, and driving each project from problem definition through fully delivered design specifications handed off to engineering.
- Led 10+ AI-centric projects, spanning in-product AI feature design and short-run concept-to-hifi sprints delivering on-brand, shippable prototypes in under 2 weeks.
- Facilitated 20+ UX research initiatives spanning generative discovery research to validation usability studies, engaging participants from end users and prospects to leadership-level internal stakeholders.
- Mentored and delegated design work to junior designers, coaching them on scoping, client communication, and when/how to seek team feedback.
- Adapted collaboration approach across a wide range of client maturity levels, from integrating with established internal UX teams to earning trust and shifting habits at clients with no prior UX experience.

Senior UX Designer

2021 - 2025

- Led a 3-year Gates Foundation-backed initiative addressing sense of belonging for minority students in higher education, from solution concept through 5 rounds of formative discovery research and 2 rounds of solution refinement, driving 10x growth in student engagement and culminating in an in-product pilot.
- Authored a cognitive-load usability audit spanning 15 fragmented AI implementations for a major EdTech client, then led the resulting AI Standardization initiative, building a reusable component system and documented interaction behaviors now integrated into the client's design system.
- Designed cohesive experiences for distinct user types (students, instructors, and administrators) while accounting for differing needs between K-12 and higher ed populations within a single product ecosystem.
- Founded and scaled an internal team culture initiative from the ground up, building and managing a core team, running recurring engagement activities, and driving a measured 8.1/10 team culture satisfaction score.

UX Designer

2019 - 2020

- Built high-fidelity prototypes to support a range of research methods, from full-scale usability testing to virtual ideation workshops with end users.
- Collaborated across multiple client teams to deliver a consistent, robust experience as the product moved toward public release.

Experience cont.

London Computer Systems

UX Designer

2020 - 2021

- Led design for an advanced search overhaul on RentManager, the company's flagship property management software, introducing multi-vertical filtering across properties, owners, rent range, and amenities.
- Contributed to a broader initiative migrating RentManager's legacy desktop interface to a modern web experience, helping balance familiarity for existing users with updated interaction patterns.
- Introduced UX best practices to a largely engineering-driven organization as part of a newly formed design function, helping establish design process on a team without prior UX infrastructure.

Fifth Third Bank

UX Design Contractor

2016 - 2017

- Owned design for Android fingerprint login, one of the bank's first biometric authentication features, from concept through delivery.
- Collaborated within a cross-functional Agile team spanning design, engineering, product, and QA, running week-long sprints to accelerate feature delivery across Android and iOS banking apps.
- Contributed to a company-wide rebrand effort, translating new brand guidelines into both the Android and iOS applications.

Education

Miami University

2013 - 2017

B.A. Interactive Media Studies

Spanish and Latin American Studies minor