



# Mallory Becker (she/her)

UX/UI Designer. Research Believer. Initiator. Empathizer.

## Contact

malbeckdesigns.com

password: hello2026

mallylynndesign@gmail.com

(404) 775-3331

linkedin.com/mallylynndesign

## What my boss says...

“Mallory’s **work quality greatly exceeds expectations**. She delivers high quality designs at a fast pace to the Product and Engineering teams that demonstrate her understanding of user needs. She has taken a proactive lead to educate the teams in design, which has only enhanced her work quality.”

Chris Dikes  
VP of Product @ Ware2Go

## Skills

Figma Products

Just okay Mastered

Claude

AI assisted design

Datadog: Product Analytics

Fullstory: User Research

Jira

Scalable & Responsive Web Design

Benchmarking/Requirements Gathering

Prototyping

Collaboration between Teams

Communication

Problem Solving

Empathy

## Education

**Georgia Institute of Technology**

B.S. in Industrial Design

2016 High Honors

## Experience



### Senior Product Designer

Stord, June 2025 - Present

- Owned brand and product design for the AI team, creating customer facing chat, search, inbox, and dashboard experiences within our OMS
- Integrated AI tools (Claude, Google AI Studio) into the early ideation process to accelerate exploration, while maintaining human-centered design judgment for all final decisions
- Lead the design efforts for the Order Management System with 500+ brands, working towards a \$24M revenue goal
- Assumed full design ownership across the company for 3 months, delivering prototypes, design direction, and UX expertise to a growing R&D department
- Interviewed, hired, and onboarded 2 senior product designers, growing and structuring the design org to support multiple product teams
- Initiated user research efforts in Fullstory and Datadog Product Analytics



### Senior User Experience Designer

Ware2Go: A UPS Company, Oct 2021 - June 2025 (3yrs, 10m)

- Drove design direction that scaled from \$75M to \$150M in revenue, leading product and UX decisions through user research and experience strategy
- Managed the full design function from initial idea to execution, as the sole designer, monitoring features for adoption and usability
- Pitched and executed a ground-up redesign of the entire enterprise product suite over 12 months, increasing NPS scores and customer satisfaction
- Mentored a front-end engineer transitioning into UX over 6 months, teaching design heuristics, Figma, and prototype creation
- Designed and created 4 completely new web products and 1 commerce mobile app over the span of 3 years
- Created a course and trained product and front-end engineering teams in UX design heuristics and user research basics, ensuring company-wide product quality
- Conducted all quantitative and qualitative user research efforts, company-wide



### Graphic Designer

Contract work, Dec 2017 - Oct 2021 (3yrs 10 mos)

- Produced marketing graphics, logos, social media posts, user-facing forms, office poster and stationary, PowerPoint templates, engineering machine decals, animated video banners, etc...



### Jr. User Experience Designer, Jr. Project Manager

InReality, Nov 2016 - Dec 2017 (1yr 2 mos)

- Researched, ideated, prototyped, and presented kiosk UI to Home Depot Corporate for collaboration with Simmons BeautyRest