

Kate Borgen

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Design leader with 8+ years of experience across enterprise, B2B, government, and nonprofits. I turn complex, data-heavy workflows into intuitive product experiences. I use AI-powered tools like Claude Code, Figma Make, and Lovable to accelerate prototyping, ground design in structured discovery, and mentor teams to elevate craft, outcomes, and performance by aligning growth interests with work priorities.

CORE EXPERTISE

AI + UX Design

AI-powered product design, complex B2B workflow design, data-rich interfaces, design systems, information architecture, interaction design, accessibility, responsive AI interfaces

Research & Strategy

User research, discovery frameworks, usability testing, evaluative research, opportunity mapping, prototyping, design strategy, stakeholder facilitation

Tools & Development

Figma, Claude Code, Lovable, React, HTML/CSS, JavaScript, TypeScript, Python, Git, GitHub, Miro, Mural, Notion, AI/ML tools, agile methodologies, G-Suite, Microsoft Suite

EXPERIENCE

Code the Dream | UX Design Lead & AI Design Engineer Feb 2023 – Present

- Lead UX design across multiple product teams building data-driven civic apps. Own end-to-end design from discovery through delivery. Mentor 3 junior designers in structured problem-solving, user advocacy, and design thinking.
- Use opportunity mapping to map business outcomes to user opportunities. Run discovery sprints, user interviews, and evaluative research to validate designs before engineering investment.
- Use Claude Code, Figma Make, and Lovable to build functional prototypes. Test prototype designs early, capture feedback systematically, and iterate based on real user data. Foster a test-and-learn culture across design and engineering.

Tecolote Research | Senior UX Designer (contractor) Dec 2022 – Jan 2026

- Designed complex, data-heavy enterprise interfaces for Department of Defense cost analysts. Simplified multi-step workflows spanning data ingestion, validation, and reporting. Reduced analysis time by 30%.
- Led design of three AI-powered tools from research through launch. Delivered two 0-to-1 products with 90% user acceptance rates.
- Led structured discovery with government analysts through user interviews, session analysis, and evaluative testing. Used findings to shape AI features that fit real work patterns and drove self-service adoption.
- Built the organization’s first design system, cutting wireframing time by 20% and improving handoff between design and engineering.
- Partnered as a peer with engineering leads, data scientists, and program managers to shape what got built. Brought strong design vision to roadmap planning and preventative tech debt conversations.
- Presented design rationale to government partners and stakeholders using clear visuals and plain language to build buy-in.

Tomorrow Ideas | UX/QA Manager Feb 2019 – Oct 2022

- Led cross-functional teams to find and fix user problems at a fast-growing startup. Cut support tickets by 25% through proactive issue detection.
- Designed and tested features using user research and prototyping. Increased app conversion rates by 10% and shortened development cycles by 30%.
- Worked with stakeholders to shape product vision and strategy. Managed multiple priorities while connecting design, engineering, and business goals.

The Exploration Academy | Pre-K Teacher / UX Designer Sep 2014 – Nov 2018

- Designed an Employee Portal that cut teacher planning time by 20% and improved communication across staff.

EDUCATION

MS Information Design & Strategy – Northwestern University	2019–2020
UX Design Bootcamp – General Assembly	2016–2017
Software Development – Code Fellows	2016
BA Political Science – Seattle University	2004–2008