

MARINET GARLIPP

Product Designer

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Product Designer with 4+ years in SaaS and healthcare software, plus a decade before that in graphic, web, and brand design. I focus on design systems and user research, and on turning complicated enterprise workflows into interfaces people can actually use without a manual. Currently designing at GoodX Healthcare. Looking for a mid-level or senior product design role in SaaS, healthcare tech, or startups, somewhere UX is involved early, not just called in to make things pretty at the end.

SKILLS

Design: Product & UX/UI Design · Interaction Design · Design Systems & Component Libraries · Visual Design · Branding & Identity · Wireframing & Prototyping

Research: User Research · Usability Testing · Heuristic Evaluation · Stakeholder Interviews · Survey Design

Tools: Figma · HTML/CSS · Adobe Creative Suite · Maze · WordPress · Miro & Whimsical

Collaboration: Cross-functional Collaboration · Workshop Facilitation · Stakeholder Communication · UX Evangelism

EXPERIENCE

UX Design & Research, GoodX Healthcare, Kingston, ON, Canada Nov 2022 - Present

- Led product design for GoodX Healthcare's SaaS platform, working with the South Africa product team on UX and UI improvements through the design cycle.
- Built a UX Strategy the team still uses to guide ongoing improvements to the customer and user experience.
- Ran user research and analysis that fed directly into product design decisions.
- Also took on marketing and website work for GoodX Healthcare Canada, on top of core design work.

Product Designer & Lead UX Strategist, GoodX Software, Pretoria, South Africa Aug 2021 - Oct 2022

- Raised the booking rate on the *myGC* product from under 4.2 to consistently above 4.3 monthly.
- Set up a Figma-based prototyping process that changed how the team worked and made it easier to explain use cases to others.
- Built a Figma component library so the wider product team could prototype faster and stay consistent.
- Trained cross-functional teams, project management, design, and development, on UX principles, and helped shape product direction through a UX Strategy.
- Ran user research and usability testing on new and existing features.

Earlier Career

Design Specialist (Freelance), MG Designs, Feb 2017-Jul 2021 · Graphic & Web Designer, Nuthouse Marketing, May 2015-Jan 2017 · UI Engineer, Conor Information Technologies, Aug 2014-Apr 2015 · Graphic Designer, Business Enterprises at University of Pretoria, Aug 2011-Feb 2014

EDUCATION

Honours of Information Science (Multimedia), University of Pretoria, South Africa, 2010-2011

Bachelor of Information Science (Multimedia), University of Pretoria, South Africa, 2007-2009

CERTIFICATIONS

Product Designer Certification, Uxcel, 2024 (96%) · UX/UI Designer Certification, Uxcel, 2023 (85%)
User Experience Nanodegree, Udacity, 2021 · UI Design, Learn UI Design, in progress since 2023