

Siuan McGahan

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SUMMARY

A versatile, creative technologist with extensive leadership experience in enterprise B2B design, specializing in cybersecurity and AI technologies. I focus on creating empowering tools that enhance our creativity, productivity and efficiency—bridging the gap between complex technologies and human potential.

PROFESSIONAL EXPERIENCE

Independent | UX Strategy and Design Consultant **2024 – 2025**

- Advising on UX Research, Design and Strategy for GenAI startups.

Deloitte | Principal Product Designer **2021 – 2024**

- Directed a remote, globally distributed team of 9 UX designers, delivering user-centric solutions across industries such as cybersecurity, cryptocurrency, AI, and healthcare.
- Significantly boosted team efficiency through the implementation of scalable UX processes.
- Spearheaded an accessibility education and assessment initiative, enhancing product accessibility and WCAG 2.2 conformance across assets.
- Cultivated a culture of collaboration and innovation by introducing initiatives like revised meeting structures, mentorship programs, office hours, and show and tells.

Terbium Labs | Senior Product Designer **2019 – 2021**

- Led the end-to-end redesign of **Matchlight**, a B2B SaaS cybersecurity product, driving a substantial increase in customer retention and sales, and subsequent acquisition.

Champlain College | Adjunct Professor **2019 – 2021**

- Designed and taught advanced courses, including “**Advanced Seminar in UX/UI**” and “**Intro to Game Art**”, emphasizing real-world applications and industry trends.

Freelance | VFX Artist, Product and Motion Designer **2003 – 2018**

- Designed innovative mobile and desktop applications for clients, including the Champlain Valley Office of Economic Opportunity and Dealer Policy.
- Delivered VFX for films such as *The Chronicles of Riddick* and *The Lord of the Rings: Return of the King*.

NASA Jet Propulsion Laboratory | Development Engineer **1997 – 2003**

- Provided digital media expertise to Planning, Web Technologies, and Mission Simulation & Instrument Modeling teams, supporting critical space exploration initiatives.

EDUCATION

National College of Art and Design, Ireland | MFA Fine Art Media **2017**

UCLA | BA Philosophy and Mathematics **2002**

SKILLS

Product Design: Figma, Adobe Creative Suite, Design Systems, Branding, Interaction Design, Motion Design.

UX Processes: Research, Wireframing, Prototyping, Usability Testing, Accessibility, Journey Mapping.

Leadership: Mentoring, Team Building, Conflict Resolution, Workshop Facilitation, Stakeholder Communication.

Emerging Skills: Human-Centered AI Design, Ethical AI Practices, Generative AI Tools, Prompt Engineering.