Frank Mellana III

Senior UX Designer & Adjunct Professor of UX Design
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SUMMARY

Senior UX Designer with 8+ years of experience designing mission-critical systems across rail infrastructure, automotive, defense, and aerospace, including real-time telemetry platforms supporting New Glenn launch operations and 990K+ concurrent users. Proven track record of improving delivery speed and operational efficiency through AI-assisted design workflows, MCP-integrated design pipelines, and scalable enterprise design systems in complex, high-stakes domains. Focused on reducing cognitive load and minimizing friction in high-density, data-rich interfaces.

SKILLS

UX Strategy & Design: Interaction Design, Information Architecture, Complex Workflow Design, Design Systems, Journey Mapping, Prototyping, Wireframing, Systems Thinking, End-to-End Product Design

User Research: Mixed-Methods Research, Usability Testing, Heuristic Evaluation, Rapid Validation

AI-Accelerated Design: MCP-Integrated Design Pipelines, Design-to-Code Acceleration, Agent Orchestration, Requirements-Traceable Design, AI-Assisted Prototyping, AI-Enabled Design Systems Governance

Leadership: Stakeholder Alignment, Product Roadmapping, Requirements Definition, Mentorship

Tools & Platforms: Figma, Claude, MCP, ChatGPT, Gemini, Jira, Supabase, GitHub, PyCharm, Vercel

PROFESSIONAL EXPERIENCE

Senior UX Designer | Siemens - (Jan 2025 – Present)

- Architect a transit automation tool that replaces a 25-year-old manual scheduling system, driving a 90% efficiency gain in mission-critical shift planning.
- Lead UX strategy for a global rail-infrastructure platform used by dispatchers managing large-scale transit operations, designing mission-critical workflows under real-time constraints.
- Cut design-to-engineering rework 40% by introducing a requirements-to-design pipeline that orchestrates MCP servers with Claude, tracing every screen back to the requirement it satisfies.
- Accelerate concept-to-build time by 15 days per cycle by delivering high-fidelity, AI-powered prototypes and reusable component libraries, compressing validation from weeks to days.

UX Designer | Blue Origin (Oct 2023 – Dec 2024)

- Led the end-to-end UX/UI design of the real-time 3D telemetry visualization system flown on all three New Glenn launches. Optimized data density for 990K+ concurrent viewers, ensuring sub-second readability of critical flight metrics.
- Redesigned Blue Origin's public program pages (New Shepard, New Glenn, Engines, Club for the Future) from the ground up, lifting accessibility scores 60% over the legacy site.
- Built and governed a scalable design system spanning customer-facing web experiences and multiple Blue Origin programs, accelerating design delivery by 35%.
- Created rapid wireframes to reduce stakeholder decision-making time and accelerate cross-functional alignment on complex workflow requirements.

UX Designer | Booz Allen Hamilton (Nov 2022 – Oct 2023)

- Improved task completion rates by 60% for enterprise web applications by optimizing complex workflows and interaction design for large-scale user bases.
- Partnered with cross-functional product and engineering teams to align UX strategy with business objectives, delivering WCAG-compliant workflows, wireframes, and validated prototypes.

UX / Product Designer | Hertz (Jun 2021 – Nov 2022)

- Redesigned mobile-first product pages resulting in a 40% increase in unique page views through iterative usability testing and user-flow optimization in Figma.
- Established and documented cross-platform navigation systems and design patterns to ensure UI consistency across the global rental ecosystem.
- Designed and launched Hertz's EV education hub, translating complex EV concepts into intuitive educational experiences that reduced adoption friction and improved customer confidence.

Web Designer | FOCO (Jun 2020 – May 2021)

- Delivered high-fidelity e-commerce designs and prototypes under aggressive deadlines, focusing on streamlining user journeys to drive customer engagement.

UI/UX Designer | FM Design (Sep 2018 – Jun 2020)

- Partnered with diverse clients to deliver production-ready assets and usability-tested interfaces for web and mobile platforms to improve conversion rates.

AI PROJECTS

Founder & Product Designer | Scrollpass - **iOS App That Trades Steps for Screen Time** (2026)

- Founded and designed an iOS app that locks the apps people lose time to until they move, turning the steps they take into minutes they can spend.
- Architected a design-led AI build pipeline in which Claude Code turned my spec and design tokens into a native iOS app through Xcode, the Simulator, and device builds, gated by 787 tests and my review.
- Established a token-based design system and accessibility standard (WCAG AA at every text size, VoiceOver, Reduce Motion) that AI agents built from directly.

Co-Creator & Lead UX Designer | Interlock - **Assurance Workbench for AI-Generated Design** (2026)

- Co-designed an evidence layer that shows quality and safety leads what an AI requirements-to-design pipeline did, what it cost, and who approved each result.
- Defined information architecture and end-to-end workflows for requirements traceability, AI governance, and human-in-the-loop review, grounded in competitive analysis across six product categories.
- Established a design review process spanning rapid prototyping of a 12-screen workbench with Claude, AI-assisted heuristic and WCAG 2.1 AA accessibility audits, and cross-functional engineering validation.

MENTORSHIP

Adjunct Professor of UX Design | Kean University (Sep 2025 – Present)

- Achieved a 100% portfolio passing rate for 30+ junior and senior UX design students, driving intensive mentorship and rigorous critique on complex user flows, advanced prototyping, and end-to-end design system architecture.
- Integrated AI into the UX curriculum, teaching students to apply Claude and AI-assisted workflows to research synthesis, rapid prototyping, and design-to-code, and to critique the output, so they graduate fluent in AI as part of the design process.
- Directed full-lifecycle UX frameworks and emphasized systems-thinking to transform ambiguous, real-world problems into production-ready case studies that accelerated portfolio development and career readiness.

EDUCATION

B.F.A. Graphic Design & Interactive Media | Michael Graves College, Kean University

Human Centered Design Practitioner Certification | The LUMA Institute

Advanced Product Leader Certification | The Product School

Emergency Medical Technician | 2007 – 2017