

MARGARET HOGG

PRODUCT DESIGNER

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ABOUT

I'm a multifaceted designer with a decade and a half of experience. I have spent the last ten years honing my expertise in product design. I am passionate about cross-platform design systems, accessibility, and creating human-centered experiences. In addition to product design, I have a background in illustration and web development.

EXPERIENCE

Graphic Designer – **Freelance**

January 2026 – Present

- Pursuing projects in web design, print design, and illustration.

UX Specialist – **NORC**

June 2024 – January 2026

- Contributed to a national research initiative in association with NIH.
- Provided invaluable design guidance with a focus on design systems and accessibility.
- Helped train other members of the team on design and UX concepts.

Product Designer – **SteelSeries**

April 2022 – December 2022

- Lead design for SteelSeries' game capture software, Moments.
- Expanded and refined the brand and design system through collaboration with fellow designers.
- Collaborated closely with the development team to implement and iterate on features.

UX/UI Designer – **Camping World**

February 2022 – April 2022

- Partnered with stakeholders to collect insights and feedback while working on the launch of RVs.com.
- Crafted visually captivating landing pages customized to drive engagement and conversions.

Senior Product Designer – **Venmo**

March 2021 – January 2022

- Collaborated with the CFS team to enhance features for Venmo Debit and Credit Card customers.
- Helped design Venmo's Cash Back to Crypto feature.

UX/UI Designer – **General Motors**

November 2020 – March 2021

- Developed user experiences for GM's internal employee portal.
- Implemented intuitive design solutions to streamline internal processes.

Senior UX Analyst – **United Airlines**

March 2019 – July 2020

- Led design for the Mobile App & Notifications team at United.
- Implemented UX strategy and oversaw a large-scale rebrand of United's mobile products.
- Helped pioneer accessibility standards and strategy, marking a significant milestone for inclusivity.

Product Designer – **ActiveCampaign**

February 2017 – August 2018

- Led design efforts for the company's first iPhone app.
- Conducted product research, created UI kits, and developed prototypes.
- Supported the mobile development team throughout project development.

EDUCATION

Bachelor of Fine Arts – **Columbia College Chicago**

2003 - 2008

SKILLS

Adobe Creative Suite / Figma / Canva / Sketch / Design Systems / Native Mobile Design / Wireframes / Rapid Prototyping / CSS / HTML / Illustration & Animation / JIRA