

# Lauren Adams

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**UI/UX Designer** focused on creating scalable SaaS products that balance usability, accessibility, and business impact. Skilled in human-centered design, cross-platform development, and end-to-end product design, with expertise in Figma prototyping and user flows. Recognized for delivering solutions that increase adoption, improve efficiency, and drive measurable results.

## EXPERIENCE

### **Biotex, Inc. ~ UI/UX Designer I**

May 2023 – Present

- Designed high-fidelity prototypes in Figma for MES, HR, e-commerce, AI assistant, and healthcare platforms, improving usability and supporting 150+ employees, users, and suppliers.
- Led the design of highly adopted MES and HR modules – including manufacturing traceability, productivity, and time tracking – which are now central to project manager and engineer workflows, resulting in streamlined planning, increased process transparency, and boosted efficiency.
- Created a cross-platform MES companion app in Flutter for document review, inventory management, and mobile time entry, and released it to the Google Play Store (App Store pending).
- Collaborated in agile sprints with developers, stakeholders, and engineers, integrating user feedback to improve usability and accessibility.

### **UT University Writing Center ~ Technical Writing Consultant**

January 2022 – May 2023

- Guided students in refining technical and academic writing, translating complex concepts into clear, accessible communication.
- Directed STEM-focused writing initiatives by leading trainings and creating reference materials for 40+ consultants and students.

## PROJECTS

### **B2B E-Commerce Fulfillment Website ~ Client Project (Case Study Available)**

June – August 2023

- Designed and iterated responsive web and mobile interfaces in Figma, improving task efficiency and usability for 50+ sales representatives across 8 vendors and 70+ products.
- Collaborated with developers to implement analytics dashboards, multi-customer cart support, and streamlined order management tools, enabling sales reps to track orders, revenue, and customer trends through intuitive, time-saving interfaces.
- Contributed to a 26% increase in sales volume, 15% faster order turnaround, and an average order value of \$4,326 post-launch.

### **AI Assistant for Manufacturing System ~ Internal Project (In Beta)**

September 2025 – Present

- Leading UX and interaction design for an integrated AI assistant, improving navigation and efficiency across 20+ enterprise modules.
- Designing task-automation conversational workflows that reduce repetitive work and provide on-demand analytics insights, cutting time-to-action for engineers and streamlining operational processes.
- Partnering with developers in agile sprints, iterating based on beta user feedback to refine usability and boost adoption readiness.

### **Medical Device Companion Apps ~ Client Project (In Beta)**

July 2025 – Present

- Directing UX research and wireframe design for two apps in oncology care, including a patient-facing mobile app and a clinician web portal.
- Leveraging AI tools for user research synthesis, idea generation, and rapid prototyping, accelerating iteration cycles and usability testing.
- Designing accessible mobile interfaces tailored to older patients (60+), featuring “simple mode” navigation, a usage dashboard for treatment compliance, and motivational achievement tracking.
- Creating a secure clinician portal with role-based access controls (RBAC), streamlining patient registration, compliance monitoring, and insurance management workflows.

### **Maternal & Fetal ECG Companion App ~ Personal Project (Case Study Available)**

March – May 2025

- Created high-fidelity Figma wireframes for a conceptual companion app monitoring maternal and fetal heart health via wearable ECG devices, exploring user-centered solutions for at-home monitoring.
- Designed intuitive data visualization dashboards, streamlined ECG tracking workflows, and thoughtful communication features for connecting with support networks, emphasizing comfort, accessibility, and engagement for users.
- Published a case study highlighting design rationale, user flows, and accessibility best practices for consumer-focused health applications.

## EDUCATION

### **University of Texas at Austin ~ B.S. in Biomedical Engineering, Programming & Computation Certificate**

Class of 2025

- 4.0 GPA, Highest Honors | Engineering Honors | Programming & Computation Certificate | Distinguished College Scholar 2023–2025
- Relevant Courses: Human-Computer Interaction, Mobile & Web Programming, Visualization & Graphics, Software Engineering, Design Labs

## SKILLS

- Design & UX:** High-, mid-, and low-fidelity wireframing, rapid prototyping, product design, UX research, conversational design, AI workflow integration, usability testing, AI-assisted research & prototyping, storyboarding, illustration
- Tools:** Figma, Sketch, Adobe XD, FigJam, Framer, Balsamiq, Illustrator, Procreate, Microsoft Office Suite
- Frontend Development:** Flutter, Swift, SwiftUI, HTML/CSS, JavaScript, Bootstrap
- Backend & Data:** Python, Flask, Git, PostgreSQL