Noah Ahrens

Product Designer specializing in building conversational, human-centric, and AI-assisted experiences.

noahsahrens@gmail.com
https://www.linkedin.com/in/noahrnz/
https://www.noahahrens.com/
+16196079848
San Francisco, CA, US

Work Experience

Product Designer
Heymarket

May 2021 - Present

- Led research and design of conversational, AI Agent, and omni-channel interfaces for a web and mobile B2B SaaS messaging platform, serving 15,000+ customers across 12 industries.
- Boosted new user retention by 35% through leading end-to-end audit and design of onboarding free trial flows.
- Improving user satisfaction by researching customer pain points, prototyping solutions, and validating them daily.
- Building and maintaining design systems, ensuring accessible and consistent component libraries across platforms.

Founding Product Designer
Barty

Apr 2024 - Oct 2024

- Built MVP prototype of bar booking platform from 0-1 while developing system architecture and visual design style.
- Conducted user research and usability testing to inform and validate prototype through personas and journey maps.
- Managed end-to-end product design process from Prototyping (Wireframing), User Testing (Interview, Survey) to Developer handoff utilizing MVP frameworks.

UX Design Collaborator
Samsung

Sep 2022 - Dec 2022

- Built high-fidelity prototypes using Figma and Adobe Suite, while ensuring accessible typography and color theory.
- Validated MVP prototypes by conducting market-fit research with target users through surveys and interviews.

UX Design Intern
Capital One

Jun 2022 - Aug 2022

- Designed an internal dashboard from 0-1 to streamline dev handoff flow for 500+ designers.
- Used prototyping, design systems, and Adobe Suite to craft intuitive, on-brand interfaces across multiple products.
- Implemented iterative prototyping using wireframing tools like Figma, alongside coding in HTML and CSS I to deliver responsive website designs.

Core Skills

Prototyping (Wireframing), Design systems (component libraries), Visual Design (Layout, typography, color theory), User research (Usability testing, surveys, interviews,), Figma, Responsive design (web, iOS, Android), Website Design, Information Architecture, Sketching (Storyboarding), Jira (Design Sprints), Heap (Data Analysis), Adobe XD, HCI, design thinking, Mockups, Usability and accessibility standards, Adobe Suite (PS, AI, PR, XD, AE)

Education

California College of the Arts

Sep 2019 - May 2023

BFA Human Computer Interaction