

ETHAN WELNER

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SUMMARY

Senior Product Designer with 20+ years of experience designing and shipping digital products across web and mobile. Experienced as an individual contributor and mentor, with a strong background in UX research, product strategy, responsive and accessible design, design systems, and UX engineering. Extensive experience using AI-assisted tools and workflows to accelerate research, design, prototyping, development, and product delivery.

SKILLS

Design

Product Design, UX Research, Interaction Design, Responsive Design, Accessibility, Information Architecture, Prototyping, Design Systems

Development

Front-End Development, HTML, CSS, JavaScript, jQuery, UX Engineering, Accessibility / WCAG, Component Libraries

Tools

Figma, Adobe Creative Suite, Pendo, Google Analytics, Datadog, Genesys, Cursor, Claude Code, Conductor, ChatGPT, Codex, Stable Diffusion

EXPERIENCE

Head of Design & Senior Designer/Developer

QuantHub

Educational Technology

 Remote  08/2025 - 09/2026

- Worked in an intensely AI-forward product organization, using Cursor, Claude Code, Conductor, ChatGPT, and other AI systems for research, design, prototyping, development, debugging, and problem-solving throughout the product lifecycle.
- Overhauled the visual design and core UX of QuantHub's learning platform, creating a cohesive, scalable experience across K-12, higher education, and corporate audiences, while establishing design systems to support continued product development.
- Redesigned and reflowed the teacher LTI integration workflow, bringing multiple systems into a clearer experience and reducing the number of steps required to set up classes, roster students, and connect QuantHub to Blackboard and other LMS platforms.
- Designed and shipped product experiences directly in code, partnering closely with engineering from concept through implementation and using UX research, analytics, and direct client feedback to guide product decisions.
- Guided product strategy across design and engineering, partnering with product, marketing, and engineering to define problems, prioritize opportunities, and take initiatives from early concepts through launch.
- Built analytics, in-product guidance, tutorials, and survey systems to understand user behavior, reduce friction, and gather feedback to inform product improvements.

Senior Product Designer and Architect

Meazure Learning / QuantHub

Educational Technology and Test Proctoring

 Remote  11/2020 - 06/2025

- Redesigned and rebranded both companies' product lines, partnering with engineering through redevelopment and implementation.
- Rebuilt and maintained the user-facing support documentation libraries and redesigned the support chat bot implementation with an up to 80% reduction in support ticket generation.
- Worked with developers to implement modern responsive and WCAG accessibility standards.
- Performed detailed user, technology, and market research to develop personas and aid departments in future product planning.
- Worked with product and development leads to spearhead new features and services.
- Researched, planned, and helped design AI enabled tools and workflows for Meazure's workforce.
- Wholly redesigned internal worker tools to greatly increase worker performance and lower costs.

Senior Designer & Front End Developer

OpenGov

Government Technology

📍 Boston Massachusetts & Remote 📅 08/2019 - 04/2020

- Redesigned the permitting, licensing, and code enforcement product line to function responsively and to adhere to the evolving comprehensive design system.
- Contributed to the research and development of OpenGov's standardized design system.
- Created user and competitive research, conducted interviews with city and government officials, and aided in the creation of new IP as a part of a strong design team.
- Developed and implemented standards and practices within the design and client onboarding process.

Senior Designer & Senior Developer

Boston Logic & Property Base

Real Estate Technology

📍 Boston Massachusetts 📅 01/2015 - 03/2019

- Led UI/UX and front-end development across the product portfolio, including responsive modernization and new features.
- Designed and helped develop the Sequoia platform, the company's core web application.
- Worked directly with SMB and Fortune 500 customers to develop tailored product and design solutions.
- Designed and developed 50+ websites using modern responsive design principles.

Lead Designer & Web Developer

Pizzuti Development

Real Estate Development and Business Investment

📍 Charlestown Massachusetts 📅 01/2013 - 12/2014

- Designed and produced both physical and online graphics and assets for multiple businesses and new construction projects while also managing a portfolio of social media presences.
- Designed the branding and marketing for large scale developments in the Boston area up to \$100m value.

Content Production Artist

Aveniros LLC

Software development startup

📍 Woburn Massachusetts 📅 08/2012 - 12/2012

- Produced scholastic content using an in-house web authoring tool and performed design tasks such as web design, icon design, and the generation of brand standards.

Production Assistant and Consultation

White Tree Media

Marketing Startup

📍 Portland Maine 📅 05/2011 - 06/2012

- Designed and produced graphics for video, web, and print for a variety of clients all over the world.

EDUCATION

The University of Maine
Bachelors: New Media Design

Southern Maine Community College
Associates: New Media