

Marc Berliner

Product Designer

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Denver, CO

Work Experience

Modea

Product Designer | Jan 2026 – Present

- Lead experience design initiatives for healthcare organizations, partnering with stakeholders to align business goals, user needs, accessibility requirements, and technical constraints.
- Conduct experience audits, user research, and discovery activities to identify opportunities for improving digital products.
- Collaborate with clients, developers, QA teams, strategists, and analysts to define, design, and launch user-centered solutions.
- Recommend product enhancements and digital transformation strategies that improve usability, accessibility, and overall user experience.
- Facilitate stakeholder discussions and build trusted client relationships through strategic consultation and cross-functional collaboration.

UX/UI Designer | Oct 2022 – Dec 2025

- Designed user-centered digital experiences for healthcare organizations with a focus on usability, accessibility, information architecture, and visual design.
- Created wireframes, prototypes, component libraries, and responsive interfaces for enterprise websites and digital platforms.
- Conducted user interviews, stakeholder workshops, and analytics reviews to inform design decisions and improve user outcomes.
- Collaborated with cross-functional teams throughout the design process from discovery and strategy through implementation and launch.
- Applied UX best practices and accessibility standards to improve digital experiences for patients, caregivers, providers, and employees.

High Watch Recovery Center

Utilization Review Coordinator | May 2018 – Oct 2022

- Conduct clinical interviews and prepare documentation for insurance authorization reviews.
- Partner with physicians and multidisciplinary care teams to support appropriate treatment planning.

SYNTAX NYC

Product Designer | May 2014 – June 2016

- Assisted in the design and development of beauty products, packaging, and retail displays.
- Created digital renderings, mockups, and presentation materials to communicate design concepts.
- Developed products that balanced brand, user, and business requirements.

Education

Syracuse University

Bachelor of Industrial and Interactive Design

Graduated May 2015

CareerFoundry

User Interface Design Program (Front-end Development)

Graduated June 2022

Skills

Product Strategy & Discovery

Stakeholder Management, Requirements Gathering, Workshop Facilitation, Design Thinking, Competitive Analysis, Experience Audits, Digital Transformation, Accessibility (WCAG)

User Research & Analysis

User Interviews, Usability Testing, User Journey Mapping, Persona Development, Information Architecture, Analytics-Informed Design, Heuristic Evaluation, User Flows, Customer Experience (CX)

UX & Product Design

UX Design, Interaction Design, Wireframing, Prototyping, Responsive Design, Design Systems, Conversion Optimization, Content Strategy, Cross-Functional Collaboration, Agile Product Development

UI & Visual Design

User Interface Design, Visual Design, Component Libraries, Design Documentation, Accessibility-First Design, Brand Application, Dashboard Design, Data Visualization

Tools

Figma, Adobe Suite, Miro, Jira, Confluence, Claude, Gemini, ChatGPT, GitHub, HTML, CSS, JavaScript