CORY M BURNETT

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Uptime.com
Feb 2023 - Present

Head of UX & Product Design
Leading design, research, and marketing efforts for Uptime.com, a leading monitoring solution. Leveraging deep technical skills to drive user-centered design and product vision, committing to both the product and marketing repositories. Building an early design system and setting a future vision for the product's look and feel, while owning design and marketing initiatives. Efforts resulted in a $400k+ increase in ARR and the delivery of 3 new foundational features along with Product and Marketing site improvements.

Refersion
Jul 2021 - Dec 2022

Director UX Design & Research
Built and led a high-performing Design team, establishing a foundation for data-driven, user-centered design across product through the implementation of a Design System, Design process, and Research practice, resulting in data-informed, higher quality design iterations.

Xeeva
Oct 2019 - Jul 2021

Director UX Design & Research
Spearheaded UX design and research for 3 AI-powered products, driving user engagement and product innovation through heavy user research/interviews, new IA/UI design, and the development of an mvp-to-production prototype using Ionic PWA and Tableau.

Avvir
Jan 2019 - Oct 2019

Head of UX & Product Design
As founding designer, led design and research across product and marketing, while contributing to product management for Avvir's AI solutions, delivering a design system, product design, brand refresh, and a new marketing website, driven by heavy on-site visits and user research/interviews.

Oracle
Feb 2015 - Jan 2019

UX Design Manager
Built and led a UX & research practice with 15 designers, covering 4 primary products, rooted in user-centered design thinking, instilling a data-driven design process with validation from prototypes and lean design processes, and advocating for user-centered methodologies across the organization.

Fieldlens
Mar 2012 - Feb 2015

Head of UX & Product Design
Grew from founding designer to leading a team of 4 in to growth-stage, implementing user-centered, data-driven design processes and principles in an agile environment for iOS, Android, and web, collaborating with Product and Engineering teams for constant iteration based on user feedback and product strategy.

Weber State University
Ogden, UT

Visual Communication - Design

SFSU
Online

Multimedia Studies Program

in Design Leadership Forum

Student Mentor

Big Brothers Big Sisters – Utah

Toastmasters – Newport Beach

Builder | Design Leader | Design Engineer | Founding Designer | Product Partner | Team Lead

Research | Strategy | Enterprise | Startups | User & Data Informed | Design Ops