

Megan Specht

Product Designer

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EXPERIENCE

Merck — *Product Designer*

AUG 2023 - PRESENT Remote

Sole UX designer for an innovation team focused on AI, automation, and cybersecurity. Spearhead end-to-end design and research for enterprise tools that enhance accessibility, efficiency, and threat mitigation.

- Led user research to uncover inefficiencies in manual workflows and designed automation solutions that saved over \$500K annually.
- Designed a patent-pending simulation interface to visualize cyberattacks.
- Launched an AI-integrated data catalog for non-technical employees to easily find and apply enterprise data in their daily work.

The Wall Street Journal — *Product Design Intern*

JUN 2022 - AUG 2022 New York, NY

Designed editorial tools and user-facing components across mobile and desktop platforms in collaboration with editors and engineers.

- Created a sitewide digital style guide for WSJ visual stories, adopted across all Dow Jones brands.
- Standardized inflation coverage with responsive data visualizations.

Zoom — *Product Design Intern*

MAY 2021 - AUG 2021 Remote

Worked on the Desktop & Meetings team to design core features and conduct research for a product re-architecture.

- Led a new page design project for top university and enterprise clients.
- Designed core UI patterns, including all modals, for Zoom's design system.

Princeton ResInDe — *Director of Design*

JUL 2020 - MAY 2023 Princeton, NJ

Led product design and user research for startups and student-run projects. Conducted design workshops for 100+ students, introducing UX research methods and visual design principles.

Groundwork Bridgeport — *UX Research & Design Intern*

JUN 2020 - AUG 2020 Remote

Led user research and design for a youth services database platform for Bridgeport, CT, ensuring accessibility for underserved user groups.

SKILLS

User Experience Design

User Research

Prototyping

Usability Testing

Stakeholder Management

Data Visualization

Project Roadmapping

Figma, Visio, Mural, Adobe Creative Suite

EDUCATION

Princeton University — *Bachelor of Arts*

AUG 2019 - MAY 2023 Princeton, NJ

Majored in Ecology & Evolutionary Biology, Minored in Archaeology.

- Developed a modeling method in my senior thesis to study how early human communities evolved cooperative behaviors through game theory.
- Led field projects in Kenya on wildlife behavior, new coronaviruses, and conservation.
- Archived expedition materials, including rare Syrian site documentation, to support archaeological research and preserve cultural heritage.