

# Megan Specht

Product Designer focused on reducing friction, simplifying complex workflows, and delivering measurable business impact.

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## EXPERIENCE

### Merck — Product Designer

AUG 2023 - PRESENT Remote

Sole UX owner for an AI and automation product suite serving global enterprise stakeholders, leading end-to-end design to simplify complex workflows and drive measurable business impact.

- Led research to identify workflow friction and designed automation solutions that reduced manual effort and saved \$500K+ annually.
- Designed a patent-pending simulation interface that translates complex security events into intuitive visual workflows, improving decision speed for non-technical users.
- Launched an AI-powered data catalog that streamlined data discovery for enterprise employees, increasing adoption and reducing time-to-insight.

### The Wall Street Journal — Product Design Intern

JUN 2022 - AUG 2022 New York, NY

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

- Created a sitewide visual style guide adopted across Dow Jones brands.
- Standardized inflation coverage with responsive data visualizations.

### Zoom — Product Design Intern

MAY 2021 - AUG 2021 Remote

Designed core features and conducted research for a product re-architecture.

- Built foundational UI patterns (including modal systems) adopted across Zoom's desktop product.

### Princeton ResInDe — Director of Design

JUL 2020 - MAY 2023 Princeton, NJ

Led product design and user research for startups and student-led ventures; facilitated UX workshops for 100+ students.

### Groundwork Bridgeport — UX Research & Design Intern

JUN 2020 - AUG 2020 Remote

Led research and design for a youth services database, improving accessibility for underserved communities.

## SKILLS

Product Strategy  
User Research  
Usability Testing  
Interaction Design  
Prototyping  
Design Systems  
Data Visualization  
Cross-Functional Collaboration  
Figma, 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.