

Gibby Gutierrez

Senior Product Designer · Design Systems at Scale · Healthcare · Enterprise

heygibby@icloud.com · (415) 533-0866 · heygibby.com · Palm Springs, CA

Design Systems · Healthcare UX · Enterprise Products · Figma · Interaction Design · User Research · Accessibility

PROFILE

Senior Product Designer with 20+ years of experience across healthcare, enterprise SaaS, and consumer platforms. I specialize in design systems architecture, interaction design, design governance and product strategy - research-grounded, accessibility-forward, and built to survive contact with real engineering teams. Currently at Ovia Health (LabCorp) designing for the Women's Health One App and a full product rebrand for the legacy app. Previously principal designer on Oracle Digital Assistants and Oracle's Redwood Design System.

CORE SKILLS

Product Design · Design Systems · Figma · Design Tokens · Interaction Design · User Research · Information Architecture · Prototyping · Accessibility (WCAG) · Healthcare UX · Enterprise SaaS · HTML & CSS · Agile · Stakeholder Management · Cross-Functional Leadership

EXPERIENCE

Senior Product Designer

Sep 2024 – Present

Ovia Health by LabCorp · Remote

- Product design for Ovia's unified mobile platform spanning fertility, pregnancy, postpartum, and menopause - a single lifetime-spanning experience.
- Building the design system, component library, and token architecture for the unified platform, alongside driving a full product rebrand of the legacy application.
- Collaborating with engineering, clinical, product management, and brand/marketing - and acting as de facto accessibility specialist to align design strategy with healthcare equity and compliance goals.

Principal UX Designer

Oct 2017 – May 2023

Oracle · Remote

- Principal designer on Oracle Digital Assistants (ODA) and Oracle's Redwood Design System - governance, implementation, and component design across SaaS, PaaS, and enterprise healthcare applications.
- Designed conversational UI frameworks for Oracle's Digital Assistant and chatbot skill products, defining interaction patterns at scale across integrated enterprise experiences.
- Led user research, high-fidelity prototyping, and design strategy for developer tools including Oracle OIC and FA Apps.

Adjunct Instructor, Web Design & New Media

Jan 2015 – Dec 2022

Academy of Art University · San Francisco, CA

- Taught UX and interaction design across undergraduate and graduate programs for eight years, developing curriculum that evolved alongside the profession.

Principal User Experience Architect

Jan 2015 – Sep 2017

Dematic · Remote

- Led UX design for warehouse and logistics management products, integrating IoT-based mechatronics and real-time data analytics into enterprise operational experiences.
- Facilitated product audits, user research, and client workshops across global enterprise deployments.

Senior UX Designer

Sep 2012 – Dec 2014

WorldVentures · Plano, TX

- Led cross-functional teams across Engineering, Executive, and Marketing to deliver travel industry products and design systems, unifying fragmented platforms into a cohesive experience.

EARLIER

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- Design Lead - Osterhout Design Group (defense contractor, AR hardware, 2011–12)
 - UX/UI Designer, Freelance (2010–12) – Tall Chair, Tapulous, Walmart.com, The Weather Channel, TargetBase (Honda/Acura DFW)
 - Mobile UI Designer - Ondeego (2009–10), early mobile product design for BlackBerry and Java/J2ME platforms
 - Technical Artist, Freelance (2005–09) - NCSoft (Game UI localization); 3D Designer/Render Specialist for agencies & firms
 - QA Tester / Junior Game Systems Designer / UI Designer - LucasArts (2004)