

# Annie Hughey

anniehughey.com

Technical Product Designer with 7+ years of experience building clear, usable systems across enterprise software, AI-enabled tools, and consumer platforms. Skilled in structuring information, simplifying workflows, and prototyping interactions that reflect real system behavior. Works close to code using AI-assisted workflows to understand APIs, data models, and technical constraints, enabling designs that scale and align with long-term product strategy.

## EXPERIENCE

### Nike

Sep 2025 - Feb 2026

Lead Data Analyst & Designer

Lead analysis efforts within Nike's Halfpipe Data Engineering squad to support the enterprise-wide transition from JSON based event schemas to modern Protobuf structured analytics instrumentation, ensuring business reporting continuity during a major instrumentation and reporting migration.

Redesigned Nike's internal Clickstream Protobuf Explorer using Cursor's MCP to Databricks and Figma, greatly improving discoverability of event definitions, reducing reliance on engineering support for instrumentation understanding, and supporting larger business analytics adoption and cost saving strategies.

### Ernst & Young

Jan 2019 - Aug 2025

Senior Product Designer

Designed and delivered product experiences across enterprise platforms, internal tools, and consumer-facing applications, working closely with product managers and engineers to translate complex business and technical requirements into usable systems. Projects spanned healthcare (HIPAA-regulated), retail operations (80k+ users), AI-enabled internal tools, hiring platforms, and content systems built on Salesforce and Adobe Experience Manager.

Worked across the full product lifecycle — structuring information architectures, defining interaction models, prototyping workflows, and documenting implementation-ready UI patterns. Regularly collaborated with engineering to ensure designs aligned with underlying data models, permission structures, and system constraints.

Developed design approaches that balanced user needs with operational realities such as regulatory requirements, legacy platform limitations, and enterprise governance models. Produced prototypes and specifications that reduced ambiguity for engineering teams and supported efficient implementation.

## EDUCATION

### Cornell University

Aug 2014 - May 2018

B.A. Information Science

Studied human-computer interaction, data visualization, physical computing & rapid prototyping, and game design — integrating cognitive psychology and technical implementation to design usable, engaging digital products.

Conducted VR astronomy research in Cornell's Virtual Embodiment Lab; minored in Game Design with games winning Best Gameplay, 2017 & 2018, Boston Festival of Indie Games at MIT 2018; Teaching Assistant for CS 1300 Intro to Web Development from 2017 to 2018.

## SKILLS

### Design

UX/UI Design  
Design Strategy  
Design Systems  
UX Research & Personas  
User Testing  
Information Architecture  
Prototyping  
Design Handoff

### Tools

Figma  
Cursor  
Github  
Databricks  
Adobe Analytics  
Midjourney  
HTML/CSS  
SQL  
Svelte  
Adobe Experience Manager  
Salesforce

### Languages

English (native)  
Spanish (conversational)

## CONTACT

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