

David Vaught

Product Design Leader
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Professional summary

Product Design Leader with 14+ years of experience shaping user-centered products across aerospace, legal tech, and enterprise platforms. Drives UX strategy, design systems creation, accessibility compliance, and DesignOps maturation to accelerate delivery and improve product clarity; led teams and solo efforts that scaled to 30,000+ users and standardized 45+ applications for accessibility. Skilled in stakeholder management, user research, interaction and interface design, and AI-assisted prototyping; seeks to lead multidisciplinary teams to build scalable, inclusive products that align design with business outcomes.

Employment history

Tailsight.ai | Founding Designer / Head of Design | Remote

May 2025 - Feb 2026

- Led end-to-end UX strategy for an aircraft maintenance planning platform, delivering measurable product clarity and roadmap alignment.
- Served as sole designer and researcher, building the UI, design system, and library to accelerate feature delivery and consistency.
- Partnered with executive leadership to define product vision and roadmap, driving strategic decisions and measurable company direction.

RTX / Collins Aerospace | Manager User Experience & Design | Remote

Oct 2022 - May 2025

- Led a team of 4 designers to deliver mission-critical pilot applications used by over 30,000 users globally, improving deployment consistency and uptime.
- Implemented and owned the organization's accessibility program, auditing and bringing 45+ applications into compliance with accessibility standards.
- Collaborated with design leadership to mature DesignOps, standardizing processes and improving team delivery efficiency with measurable results.

Centerbase | Lead Product Designer | Dallas TX

May 2021 - Oct 2022

- Led design for Centerbase 2.0, used by over 300 mid-sized law firms, improving product usability and adoption.
- Established company-wide design practices and processes to standardize delivery and increase team efficiency.
- Collaborated with C-suite and product leaders to define roadmap priorities and align design with business goals.
- Created user stories and prototypes and directed user research to validate features and inform design decisions.

Thomson Reuters | Senior UX Designer | Remote

Mar 2020 - May 2021

- Led design of enterprise Calendar and Tax software, delivering prototypes that improved stakeholder alignment and produced measurable usability insights.
- Collaborated with the Standards Team to extend design system components, reducing inconsistencies and accelerating implementation across teams.
- Built interactive research prototypes to validate user flows and generate measurable usability findings guiding product decisions.
- Produced UX deliverables, wireframes, mockups, and prototypes to meet requirements and drive cross-team implementation with clear design handoffs.

JPMorgan Chase | Senior UX Consultant | Plano TX

Dec 2019 - Mar 2020

- Designed enterprise UX for Consumer Banking, producing responsive prototypes that improved stakeholder alignment and measurable delivery outcomes.
- Implemented design-thinking across development cycles to reduce iteration time and produce measurable results.
- Created personas, wireframes, and high-fidelity mockups to validate user flows and increase usability metrics.
- Collaborated with stakeholders and business analysts to translate requirements into responsive web prototypes that accelerated decision-making.

VitalTech Innovation | Lead UX/UI Designer | Plano TX

Jan 2019 - Nov 2019

- Led design of web, iOS, and Android telepresence medical apps, delivering consistent UX across platforms with measurable user satisfaction improvements.
- Developed personas, user flows, wireframes, high-fidelity mockups, and interactive prototypes to accelerate development handoffs and reduce rework.
- Represented the design function in product strategy meetings to ensure user-centered decisions and demonstrable product improvements.

- Chaired cross-functional meetings with senior management, engineering, and QA to ensure design intent was implemented and launch timelines were met.

Apptricity Corporation | Lead Designer | Irving TX

Jan 2018 - Dec 2018

- Led design and content teams in an Agile product cycle to deliver next-generation SaaS features on schedule with measurable quality gains.
- Designed system architecture and user flows, producing wireframes and prototypes that improved usability and reduced development rework.
- Directed marketing visual standards, website designs, and trade show materials to strengthen brand consistency and increase lead engagement.

AT&T | Staff UX Designer | Dallas TX

Jan 2014 - Dec 2017

- Collaborated with engineering to execute designs to spec, reducing rework and delivery delays with measurable results.
- Designed personas, user flows, wireframes, high-fidelity mockups, and interactive prototypes for internal and customer-facing apps, improving usability and stakeholder alignment.
- Authored user stories and maintained Agile roadmaps to prioritize features and accelerate sprint delivery with clear acceptance criteria.

Match.com | Associate Visual Designer | Dallas TX

Jun 2012 - Mar 2013

- Led art production for Match.com Game Night, improving visual consistency across events and collateral.
- Developed 14 icebreaker games to increase user interaction and drive measurable engagement.
- Redesigned art and game architecture for eight vendor-created games to improve usability and visual quality.
- Designed and produced promotional flyers to inform customers about upcoming Match.com offers and events.

Education

Masters of Interactive Technology | Southern Methodist University | Dallas, Texas

Jan 2010 - Dec 2011

Video Game Design & Art Creation

Bachelor of Art in Graphic Design | St. Edward's University | Austin, Texas

Aug 2005 - May 2009

Courses

Certification Professionals in Accessibility Core Competencies - CPACC | International Association of Accessibility Professionals IAAP

Dec 2023 - Jan 2027

UX Certificate | Nielsen Norman Group

Apr 2024

Skills

Accessibility Design

Design Leadership

Prototyping & Wireframing

Creating Personas

UX Strategy

User Interface Design

Stakeholder Management

DesignOps

AI Assisted Design & Prototyping

User Research

Design Systems Creation

Interaction Design

Collaboration

AI Design