

Ezra Shelton

Staff Product Designer

Golden, CO • Ezrashelton.ux@gmail.com • (808) 283-2466 • [linkedin.com/in/ezra-shelton-ohm](https://www.linkedin.com/in/ezra-shelton-ohm) • ezra.design

SUMMARY

Staff Product Designer with 5+ years designing complex, data-dense B2B SaaS end-to-end, from discovery through front-end implementation shipped via the full developer process. I run an AI-native design practice, building my own agents, micro-apps, skills, and coded prototypes with real data, and pair systems thinking with hands-on engineering to move work from concept to production. I lead through influence and mentor designers as teams scale.

EXPERIENCE

Sonatype Segment Design Lead / Staff Product Designer • Remote2024 – Present

- Led design for two products across 12 development teams, representing design at the director level; work contributed to \$5.5M in ARR secured within 9 months of a 2025 launch and a successful new product launch in 2026.
- Drove the 2025 launch of the company's Cloud offering, completing a full SaaS product suite, as design lead on 3+ strategic 2024 launches.
- Built an AI-native design practice beyond chat-window prompting: custom agents, micro-apps, skills, and MCP-based workflows, including the company's first internal ChatGPT agents grounded in user research.
- Ran biannual multi-product WCAG assessments with custom AI agents and shipped front-end code to raise rubric scores, cutting assessment time from days to hours.
- Supported the company's inclusion in the Forrester Wave for Software Composition Analysis across multiple consecutive years.

Sonatype Senior Product Designer / Researcher • Remote2022 – 2024

- Lead designer for a product as its teams grew from four to six, driving design from discovery through implementation of new features.
- Designed the company's first B2B SaaS product in the Software Composition Analysis space.
- Built coded prototypes with real data that engineers could take forward, closing the gap between design intent and production implementation.
- Collaborated cross-functionally to create and test a scalable design system with consistent interaction patterns spanning four products.
- Established the company's product research foundations and resource library, including a scalable tagging taxonomy in Dovetail for consistent data collection.

Sonatype Product Designer • Remote2021 – 2022

- Embedded within a developer team to deliver user flows, wireframes, mockups, and prototypes; ran user research and stakeholder reviews to define requirements for new features.

Conscious App UX Researcher / Designer • Remote2022 – 2023

- Designed MVP user flows and ran user research to validate product direction for a web and mobile startup.

Racket Music UX Researcher / Designer • Freelance, Remote2020 – 2021

- Supported feature design through user research, prototyping, and developer collaboration.

SKILLS & TOOLS

Skills: AI-Native Design Practice • Custom Agents, Micro-Apps & Skills • Coded Prototyping (Real Data) • Front-End Implementation • Product Design Strategy • Interaction & Visual Design • Design Systems • Information Architecture • User Research • Accessibility (WCAG)

Tools: VS Code • GitHub • Cursor • ReactJS • MCPs • Claude • ChatGPT • Jira • Miro • Dovetail • Gainsight PX • n8n • Microsoft & Google Suites

EDUCATION & RECOGNITION

15Five Transform Accelerator Program (Dec 2025) • UX Design Certification, General Assembly (2020, 480-hour immersive)

Community Work: Sole designer and developer for multiple nonprofits, delivering UX, design, and shipped front-end code (work forthcoming at ezra.design) • Art instructor, Colorado State Parks