

Thomas McCluskey

Product Designer

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WORK EXPERIENCE

Product Designer, BNY Mellon

New York, NY | 05/2025 - 09/2025

- Led research and redesign of a financial analytics tool, increasing user satisfaction by **25%** through **9 user interviews**
- Designed flows that reduced transaction lookup time from **9.3 seconds** to **1.2 seconds**, enabling operations teams to efficiently process over **\$9.5B** in daily payment data
- Collaborated with cross-functional teams of product managers, engineers, and financial analysts to align user needs with business goals

Product Designer, CNN

New York, NY | 01/2025 - 04/2025

- Scaled CNN's design system by crafting modular UI components and guidelines for **1,600+ pages**, ensuring a cohesive visual experience for **~7.5M visitors** while enhancing accessibility
- Maintained design system for WCAG compliance by accessibility audits and leading reviews
- Created an accessibility annotation tool to enhance designer-developer communication

Lead Design Lab Assistant, NYU MakerSpace

Brooklyn, NY | 08/2022 - 04/2025

- Assisted students in prototyping and design through product design, digital fabrication, etc
- Led iOS App Design & Development workshops teaching Figma, Swift, & UX Principles

Product Designer, Accessibility, HeartShare

Brooklyn, NY | 01/2024 - 08/2024

- Designed accessible prototypes to help individuals with cerebral palsy create art

Lead Technology Instructor, iD Tech

Campbell, CA | 06/2022 - 08/2023

- Instructed students in design tools (Figma, After Effects, AR, VR) in week-long camp programs

EDUCATION

New York University

08/2021 - 05/2025

B.F.A. in Interactive Media Arts (HCI) with honors, Minor in Behavioral Psychology, GPA: 3.6

Relevant Coursework: UX Design, UX Service Design, Typography, Motion Design, Responsible AI

AWARDS

2nd Place, Protothon

- Achieved 2nd place out of 200+ teams for visual design, interactions, and user research

CHANEL Exhibition

- Interactive exhibition with CHANEL analyzing the impact of COVID-19 on smell

SKILLS

Design/Research: Wireframes, Prototypes, Usability Testing, Design Systems, Agile Methodologies

Tools: Figma, Atlassian Confluence, Jira, Drupal, Google Analytics, HTML, CSS, JavaScript