

Marc Berliner

Product Designer

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Work Experience

Modea

Product Designer | Jan 2026 – Present

- Lead experience design initiatives for healthcare organizations, partnering with stakeholders to align business goals, user needs, accessibility requirements, and technical constraints.
- Conduct experience audits, user research, and discovery activities to identify opportunities for improving digital products.
- Collaborate with clients, developers, QA teams, strategists, and analysts to define, design, and launch user-centered solutions.
- Recommend product enhancements and digital transformation strategies that improve usability, accessibility, and overall user experience.
- Facilitate stakeholder discussions and build client relationships through strategic consultation and cross-functional collaboration.

UX/UI Designer | Oct 2022 – Dec 2025

- Designed digital experiences for healthcare organizations with a focus on usability, accessibility, and user-centered design.
- Created wireframes, prototypes, component libraries, and responsive interfaces for enterprise websites and digital platforms.
- Conducted user interviews, stakeholder workshops, and analytics reviews to inform design decisions and improve user outcomes.
- Collaborated with cross-functional teams throughout the design process from discovery and strategy through implementation and launch.
- Applied UX best practices and accessibility standards to improve digital experiences for patients, caregivers, providers, and employees.

High Watch Recovery Center

Utilization Review Coordinator | May 2018 – Oct 2022

- Conduct clinical interviews and prepare documentation for insurance authorization reviews.
- Partner with physicians and multidisciplinary care teams to support appropriate treatment planning.

SYNTAX NYC

Product Designer | May 2014 – June 2016

- Assisted in the design and development of beauty products, packaging, and retail displays.
- Created digital renderings, mockups, and presentation materials to communicate design concepts.
- Developed products that balanced brand, user, and business requirements.

Education

Syracuse University

Bachelor of Industrial and Interactive Design
Graduated May 2015

CareerFoundry

User Interface Design Program (Front-end Development)
Graduated June 2022

Skills

Product Strategy & Discovery

Stakeholder Management, Requirements Gathering, Workshop Facilitation, Competitive Analysis, Experience Audits, Digital Transformation, Accessibility (WCAG)

User Research & Analysis

User Interviews, Usability Testing, User Journey Mapping, Persona Development, Information Architecture, Analytics-Informed Design, Heuristic Evaluation, User Flows, Customer Experience (CX)

UX & Product Design

UX Design, Interaction Design, Wireframing, Prototyping, Responsive Design, Design Systems, Conversion Optimization, Content Strategy, Agile Product Development

UI & Visual Design

User Interface Design, Visual Design, Component Libraries, Design Documentation, Brand Application, Dashboard Design, Data Visualization

Tools

Figma, Adobe Suite, Miro, Jira, Confluence, Claude, Gemini, ChatGPT, GitHub, HTML, CSS, JavaScript