



F Cary Snyder is a multi-discipline product designer dedicated to creating beautiful, easy-to-use digital experiences, websites, and geospatial platforms

510.332.4175
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Experience

Umbra Space

umbra.space

Umbra Space is a vertically integrated space technology company. It operates a Data-as-a-service platform that delivers high quality SAR (synthetic aperture radar) data to customers in as little as six hours from capture to delivery. My main contributions were on Umbra's C3 platform (Omniscience) which manages the control, communication, and commanding of Umbra's satellite constellation.

ROLE

Senior Product Designer

January 2023 to Current • Santa Barbara, CA (Hybrid)

- Specialized in spatial and map-based UX, including geofilters, ephemerides, and constellation management for satellite operations.
- Designed and implemented major UI/UX improvements for Omniscience and Warden (internal billing app), enhancing navigation, filtering, scheduling, and data visualization.
- Led end-to-end design for multiple design systems (Umbra Master Design System, Warden 2.0, Retool Design System), ensuring scalability and usability.
- Drove UX research and user journey mapping to optimize workflows, reduce latency, and improve efficiency for cross-functional teams.
- Developed and integrated new functionality for live commanding, automated scheduling, and data exports, significantly improving user experience.
- Collaborated with engineers and product managers to implement features in React/TypeScript, bridging the gap between design and development.
- Led research and development on advanced interaction models, including nested commanding, multi-satellite tasking, and real-time telemetry.

OpenNode

opennode.com

OpenNode is a Bitcoin payment processor and infrastructure startup. I joined as employee number seven, overseeing growth from seed to Series A. As the sole designer on our team, I created or reviewed everything visual that came out of OpenNode, including products, websites, and graphic designs.

ROLES

Lead Product Designer

December 2021 to December 2022 • Los Angeles, CA (Remote)

- Developed product roadmap with CEO, Head of Engineering, and Technical Product Manager.
- Created, maintained, and implemented the [OpenNode design system](#) across dashboard and checkout applications.
- Worked closely with engineering team to ensure that online dashboards, checkouts, and cross-platform mobile applications functioned with desired frameworks (React Native, Vue.js).
- Researched, designed, and [prototyped](#) a Bitcoin wallet application from scratch.
- Interviewed users and worked with account managers to identify problem areas across products.

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Skills

Product design
UI/UX design
Visual design
Web design
Brand design
Email design
Responsive design
User research
Competitive analysis
Rapid prototyping
Wireframing, mockups
Agile/scrum
Front end development
Cartography
Copywriting

SOFT SKILLS

Self starter
Quick learner
Team player
Strong communicator
Empathic

Tools

Figma
FigJam
Sketch
Zepelin
Adobe CC
Jira/Linear
Github
Wordpress
Python
HTML, CSS
React
Mapbox
Retool

Education

University of California,
Santa Barbara

B.S. in Earth Sciences,
Geohydrology emphasis

Experience (cont)

UI/UX Designer

April 2019 to December 2021 • Los Angeles, CA (Remote)

- Worked with design agency to create pattern library and brand identity for OpenNode website. Launched [OpenNode website](#) redesign. Expanded website size from five to 20+ pages.
- Wrote UX copy on dashboard application and OpenNode website.
- Implemented Mixpanel for data-driven analytics on checkout application.
- Recorded product walkthrough videos for help center and company YouTube channel.
- Created all sales collateral including slide decks, one-pagers, and research reports.

AECOM

[aecom.com](#)

I started my career as a geographer, where I gained experience in graphic design, cartography, space planning, database management, data analysis, and Python.

ROLE

Geographic Information Specialist II, Water

April 2017 to April 2019 • Oakland, CA (in-office)

- Self-taught Python to improve speed and efficiency of database management.
- Worked with civil engineers to design and produce hundreds of FEMA floodplain maps.
- Created 3D model of NYC area using billions of data points captured over 130 years.

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