

SAM TREADWELL

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SUMMARY

I'm a Product Designer bridging UX/UI and frontend development to create interactive and accessible user experiences. I build scalable interfaces and dashboards that turn research insights into actionable design systems, driving engagement, influencing user behavior, and delivering measurable outcomes.

EDUCATION

NORTHEASTERN UNIVERSITY

Master's in Computer Science, Expected 2026

UNIVERSITY OF SOUTHERN MAINE

Bachelor's in Finance, Graduated 2019

EXPERIENCE

NAVIMENTAL

Sept 2024 – June 2025

Product Designer (Freelance) - Portland, ME

- Led early-stage prototyping, translating ambiguous requirements into testable UI and interactive features.
- Designed data visualization interfaces for a journal feature, improving clarity and user comprehension.
- Built a scalable discovery library to support content exploration and future features.

TYLER TECHNOLOGIES

Jan – April 2025

Software Developer (Co-Op) - Yarmouth, ME

- Collaborated in Agile using Jira and GitHub within production-level engineering systems.
- Improved data workflows for a cloud-based enterprise application.

THE VIA AGENCY

May – Aug 2024

Creative Technology Intern - Portland, ME

- Designed and developed an AI-powered chatbot to support product discovery and brand engagement.
- Built a reusable carousel web component to enhance storytelling on the company website.
- Created digital and print assets for a regional campaign to drive awareness.

SKILLS

Product Design · UX/UI Design · Wireframing & Prototyping · User Research, Usability & A/B Testing · Design Systems · User Flows · Branding · Visual Storytelling Frontend Development · Agile/Scrum · Jira

TECH STACK

DEVELOPMENT

HTML
CSS
JavaScript
TypeScript
React
Next.js
Tailwind CSS
Bootstrap
Chart.js
Node.js
Git/GitHub
CLI

DESIGN TOOLS

Figma
Sketch
Photoshop
Illustrator
InDesign
Canva