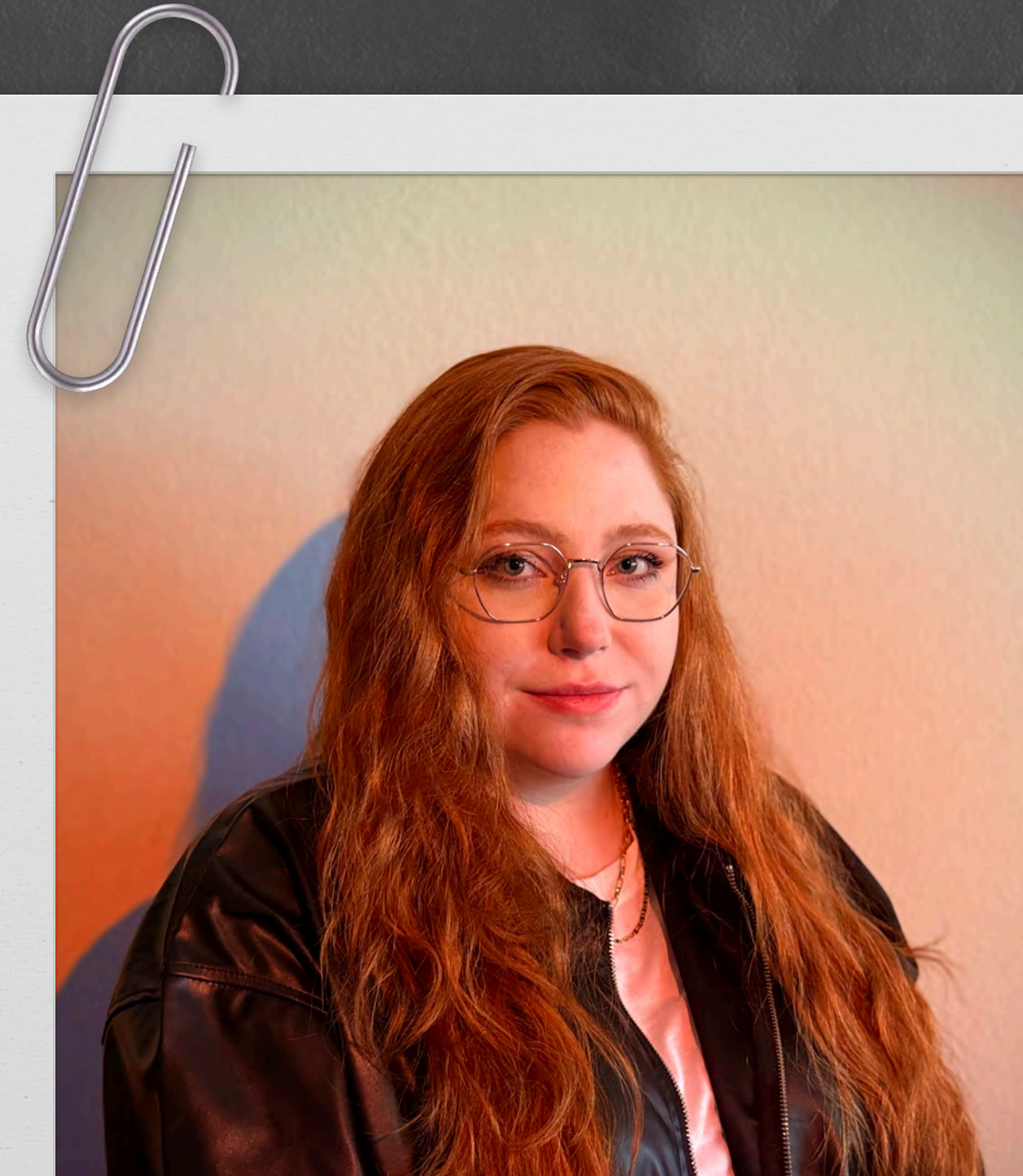# Mollie Spray's

Portfolio

2025

Yes, it's another design portfolio. But this one is mine.

Designed with purpose, critiqued with passion, and fueled by philosophical overthinking.
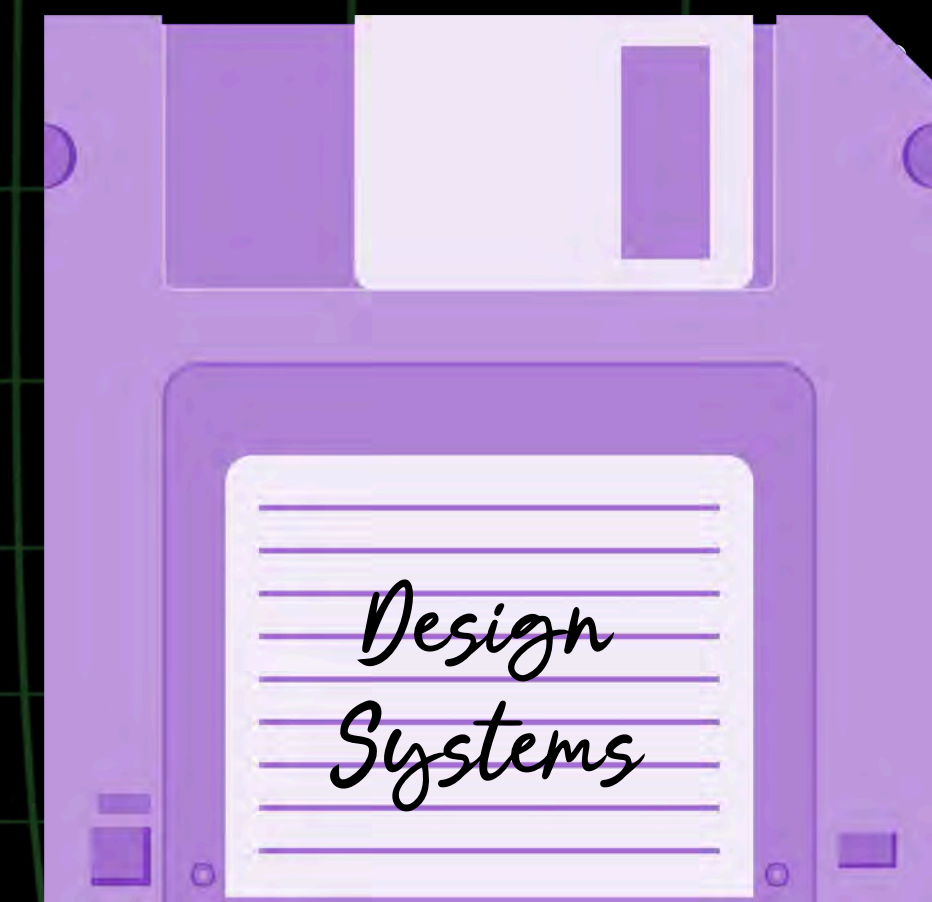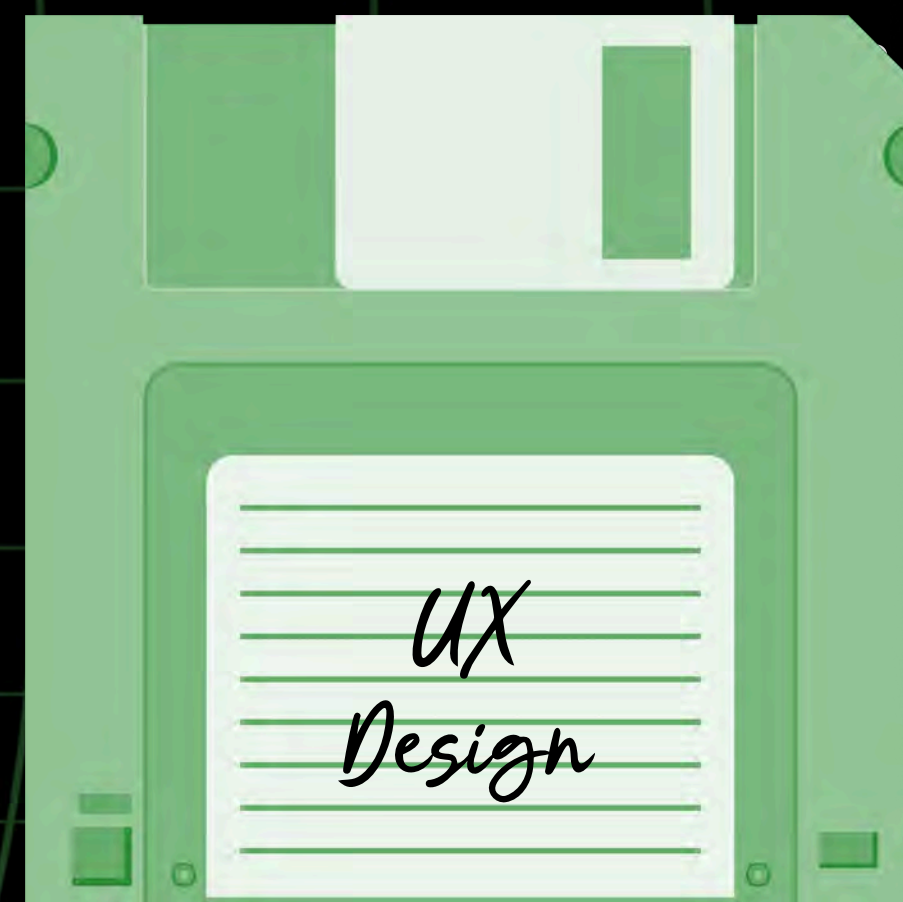
Mollie, UX Designer

uxmollie@gmail.com

linkedin.com/uxmollie

> I build digital things that people (hopefully) won't rage-quit These are my top design focuses:

UX Design

Product Design

Digital Accessibility

Design Systems

WORK

My Process

As an end-to-end designer, I approach every project with a balance of strategy, empathy, and execution. My process is flexible yet grounded, always rooted in real user needs, clear business goals, and thoughtful collaboration.

I thrive in fast-paced environments where I can take a project from fuzzy idea to shipped product, while continuously advocating for accessible and inclusive design.

- **Discover** – Auditing existing flows, analyzing support tickets, and conducting user research
- **Define** – Collaborating with PMs and engineers to clarify goals, constraints, and success metrics
- **Design** – Sketching, wireframing, and prototyping in Figma, Sketch or Framer (I'm a grid paper girl!)
- **Validate** – Testing early and often with real users (when possible) or internal stakeholders
- **Deliver** – Partnering with engineers and documenting designs in tools like Confluence or Notion
- **Refine** – Iterating post-launch based on user feedback and business performance
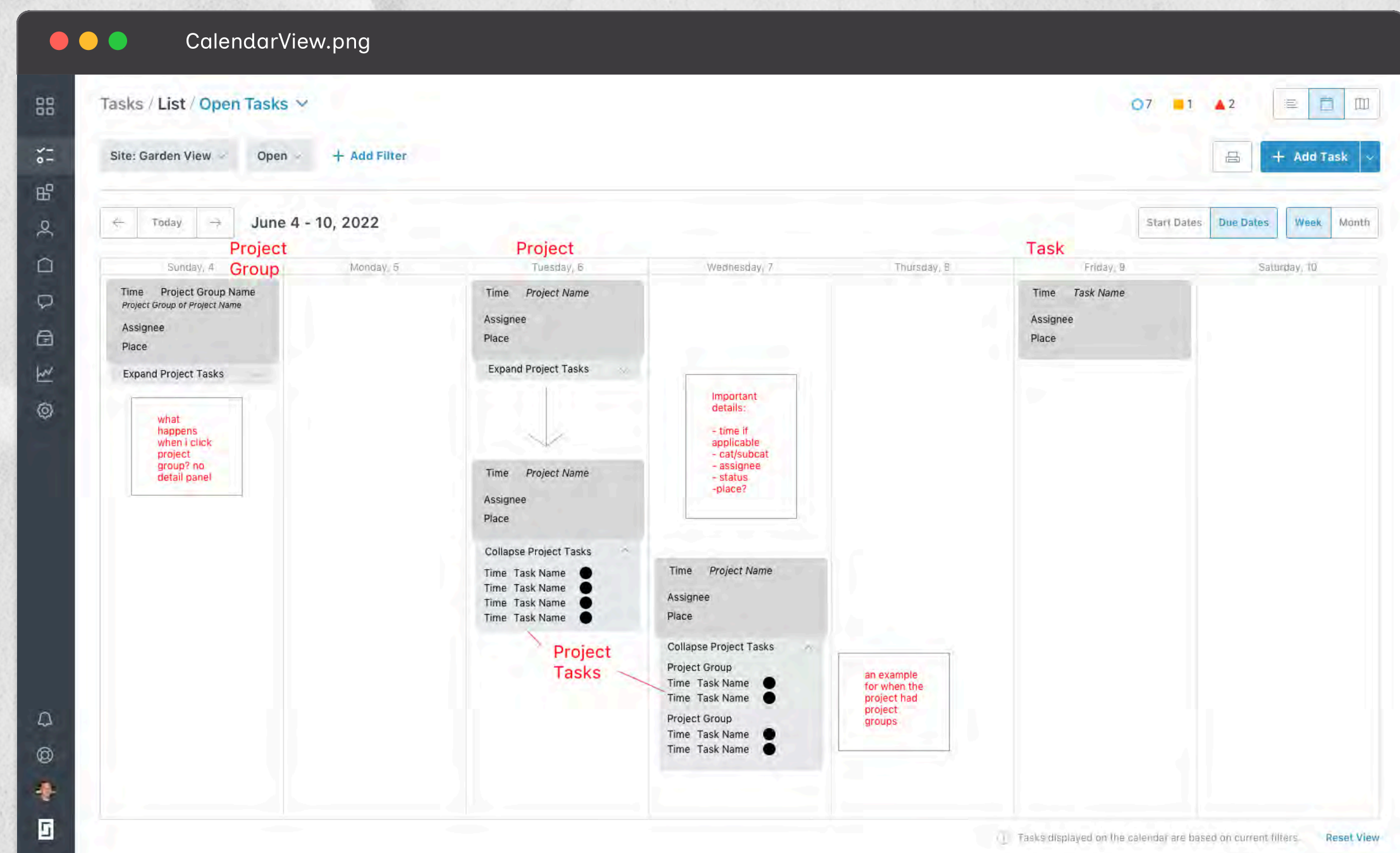
Project 1: Calendar View

Reimagined maintenance task planning with the first ever calendar view at SmartRent. Drag-and-drop scheduling, team visibility, and scoped task details transformed how property managers work.

Problem

Maintenance teams at SmartRent had no visual way to plan their work, just a list view. It made it hard to coordinate, schedule fairly, or see what was slipping through the cracks.

Goal

Design an intuitive calendar experience tailored to the way property managers and techs actually work.

Outcomes

Shipped the first-ever calendar UI across the SmartRent platform, contributing to an 87% satisfaction score and increased scheduling clarity.
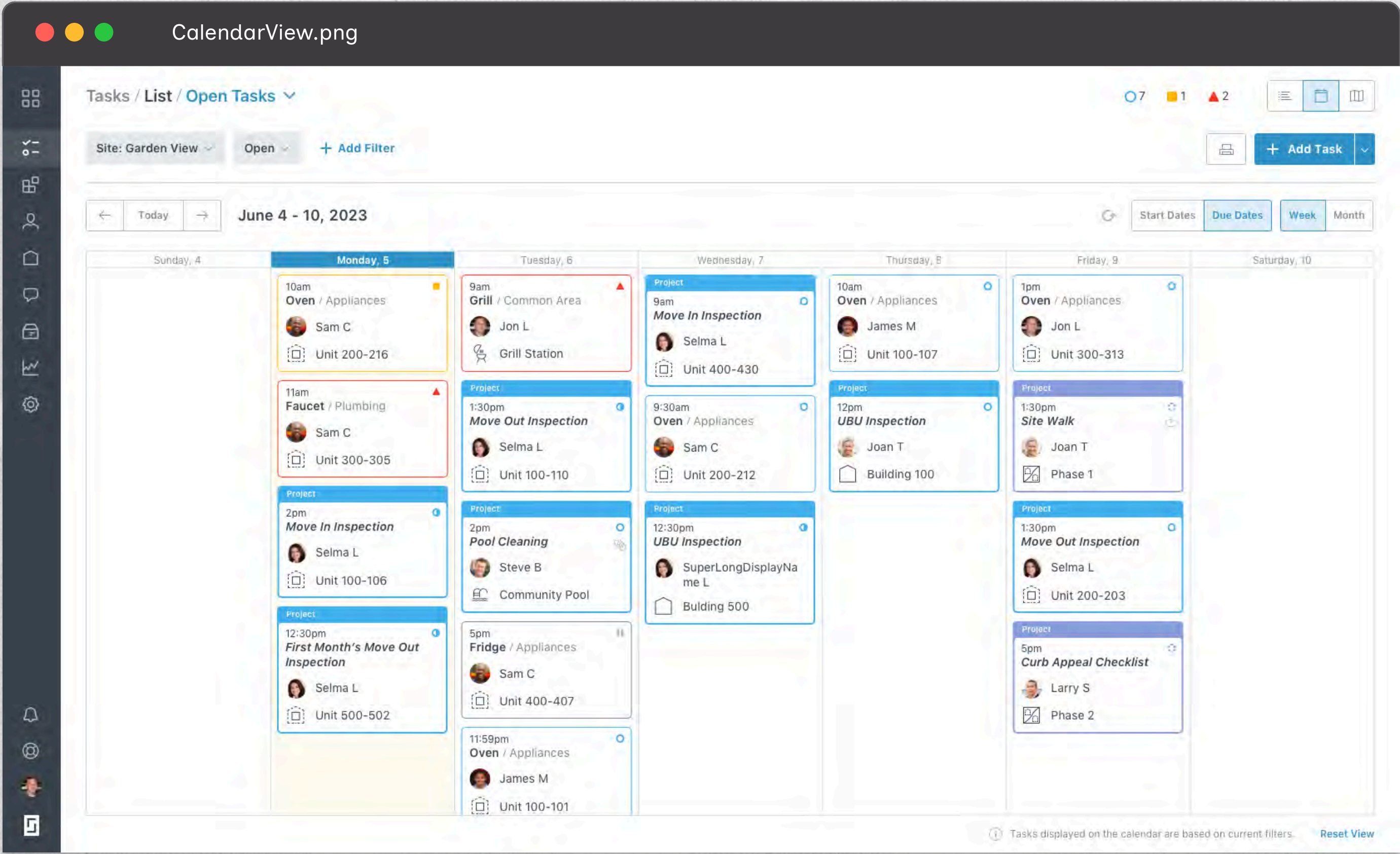
Project 2: Design System Accessibility

Created SmartRent's accessibility documentation hub for designers and engineers. The resource guided teams with standards, code, and ready-to-implement accessible components. Can be viewed at smartkit.dev.
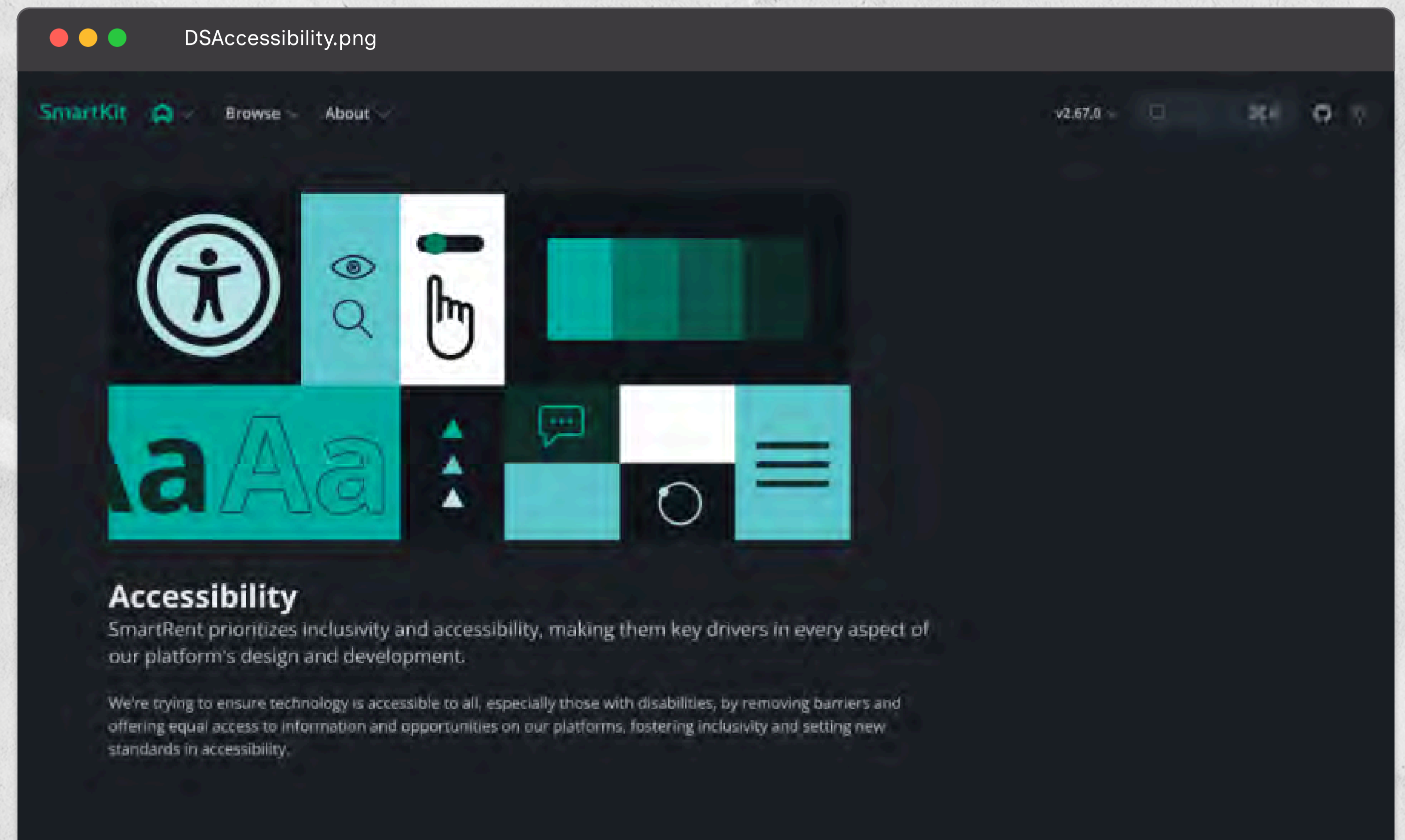
Problem

Accessibility knowledge at SmartRent was siloed, inconsistent, and hard to access. Engineers wanted to do the right thing, but didn't always have the tools or clarity to build accessible components.

Goal

Create a central hub in SmartKit (SmartRent's design system) that documents our accessibility approach and gives engineers practical code and guidance.

Outcomes

The site became the go-to resource for implementing accessible UI. It reduced friction in handoffs, aligned our standards across teams, and helped elevate accessibility from an afterthought to a shared responsibility.

DSAccessibility.png

SmartKit   Browse   About   v2.67.0

Accessibility

SmartRent prioritizes inclusivity and accessibility, making them key drivers in every aspect of our platform's design and development.

We're trying to ensure technology is accessible to all, especially those with disabilities, by removing barriers and offering equal access to information and opportunities on our platforms, fostering inclusivity and setting new standards in accessibility.

Project 3: My Portfolio

Designed and built from scratch in Framer, the portfolio captures my full-stack design approach. What started as a personal challenge turned into a showcase of my UX, systems, and visual design skills. Can be viewed at molliespray.com.
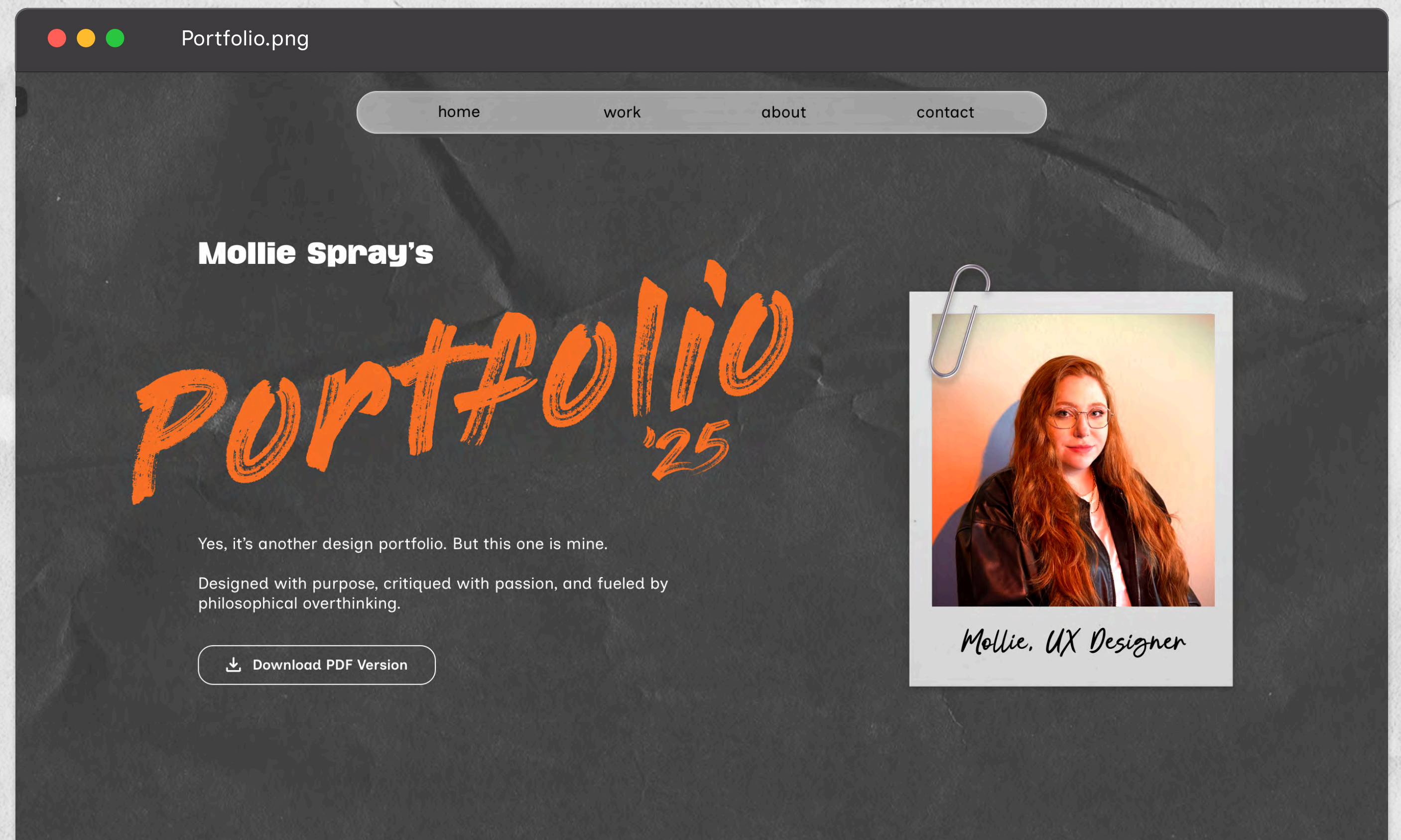
Problem

After being laid off, I needed a portfolio that captured my design strengths and could be updated quickly. I had no live site, no recent branding, and no idea how to use Framer.

Goal

Design a visually distinct portfolio that reflects my voice, showcases my UX skills, and functions beautifully on any device, all built from scratch.

Outcomes

In just under three weeks, I built and shipped the site solo, learning Framer as I went. It reflects not only my process and aesthetic, but my ability to adapt, solve, and execute under pressure.

Portfolio.png

home   work   about   contact

Mollie Spray's

Portfolio '25

Yes, it's another design portfolio. But this one is mine.

Designed with purpose, critiqued with passion, and fueled by philosophical overthinking.

⬇ Download PDF Version

Mollie, UX Designer

Project 4: Endeavor

A job app for applicants, not algorithms. This team project prioritized transparency in salary, experience, and resume tracking to empower job seekers. We flipped the script on traditional hiring platforms.
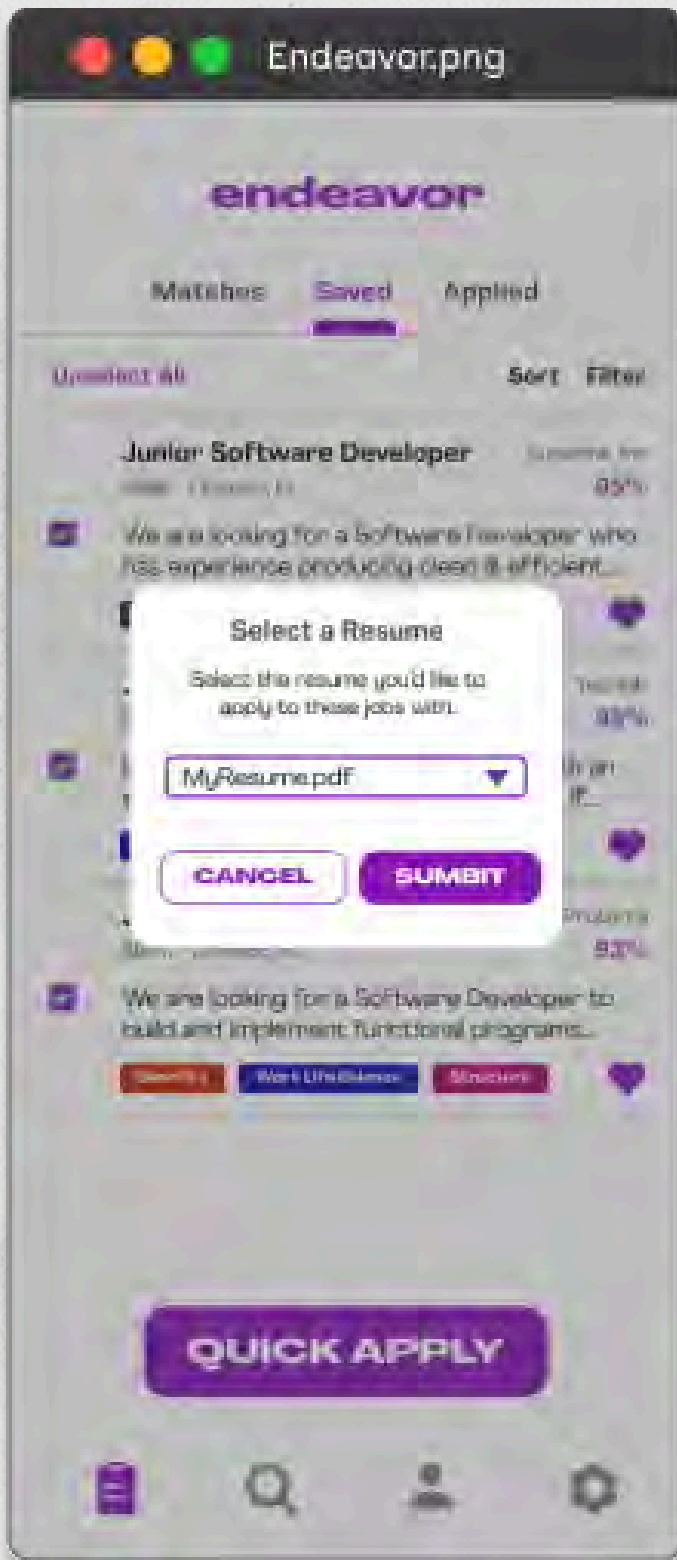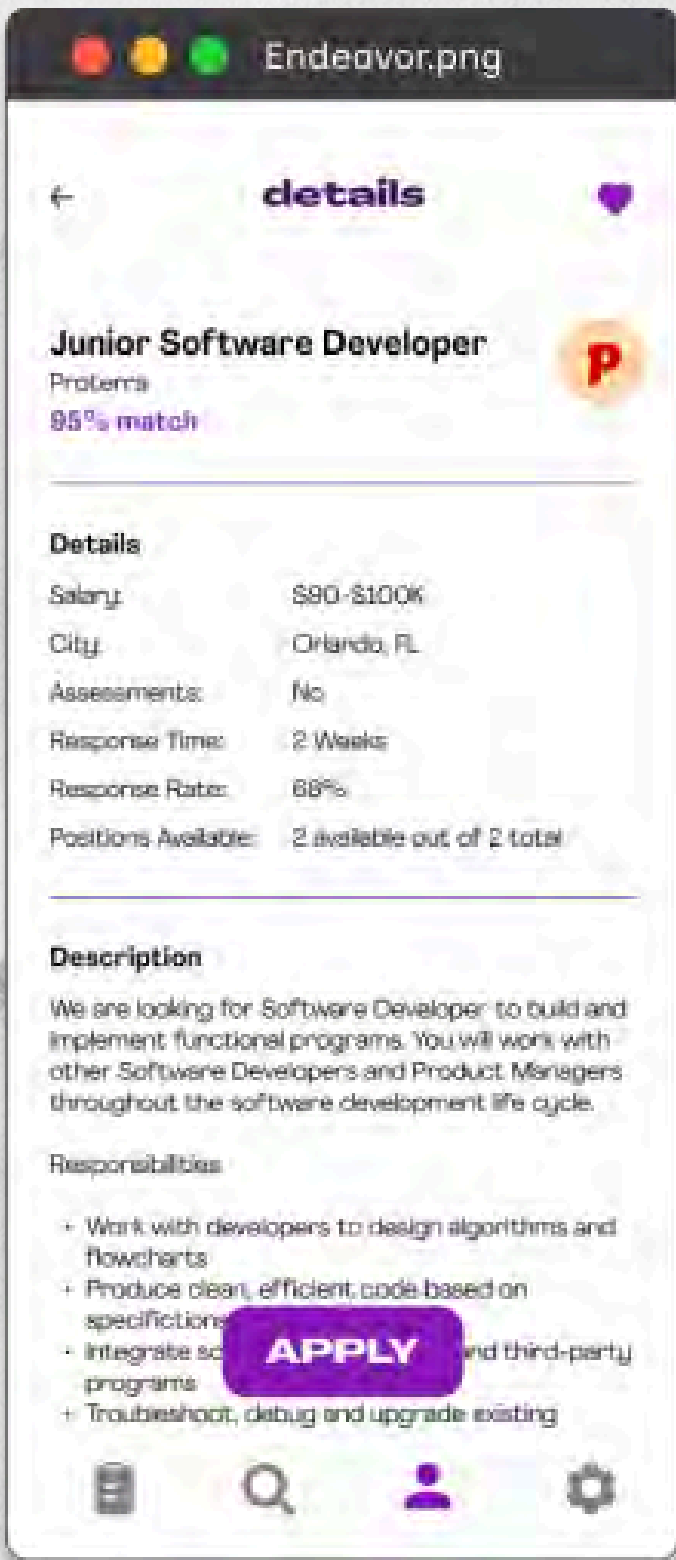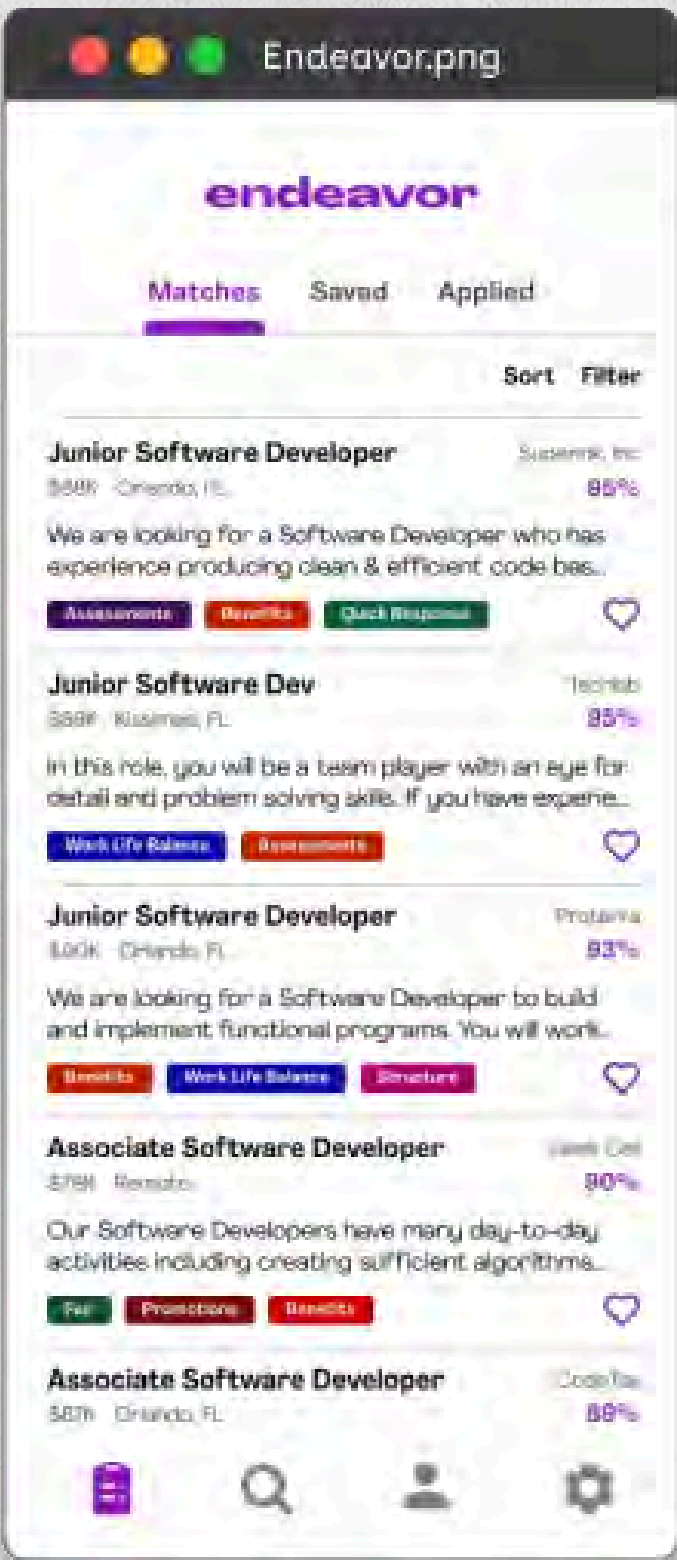
Problem

Most job platforms are designed to serve companies, not the people applying. Listings are vague, irrelevant, or full of friction that burns out applicants.

Goal

Design an applicant-first experience that prioritizes clarity, matching, and ease, from search to send.

Outcomes

Our team created Endeavor, a job app that centers what applicants actually care about: transparency, fit, and simplicity. It included a smart matching score, full resume/app tracking, and a clean end-to-end application flow.

Project 5: Design System Transfer

Co-led the migration of a full design system from Sketch to Figma during a post-acquisition merge. From typography tokens to responsive mobile components, we rebuilt everything from the ground up.

Problem

The design system we inherited from Sketch was disorganized, inconsistent, and hard to maintain. Merging with SmartRent gave us an opportunity to rebuild, this time with structure and clarity.

Goal

Migrate and clean up the legacy design system in Figma, creating scalable, documented components for both mobile and web.

Outcomes

While this project was cut short by layoffs, I co-led the migration and set up foundational elements that improved consistency and made the system usable across teams. It also marked the moment I realized I would be completely okay with working in design systems full-time.

SketchToFigma.png

Smart Operations Solutions

Web Components

A - Z

Project 6: Sync Indicator

Offline mode shouldn't mean lost work. After hearing from frustrated field users, we designed a real-time sync indicator for SmartRent's mobile app. It gives users confidence in their data, no matter the signal.

Problem

During a site walk, we heard consistent frustration: users couldn't tell if their mobile data had synced, and sometimes lost work in offline mode. For maintenance teams working in buildings with poor signal, this was a major trust issue.

Goal

Design a clear, unobtrusive indicator to show sync status in real time, so users knew whether their data was safe, syncing, or stuck.

Outcomes

The Sync Indicator gave users confidence in their actions, even when connectivity dropped at their properties. It turned an invisible pain point into an understandable, actionable part of the interface.
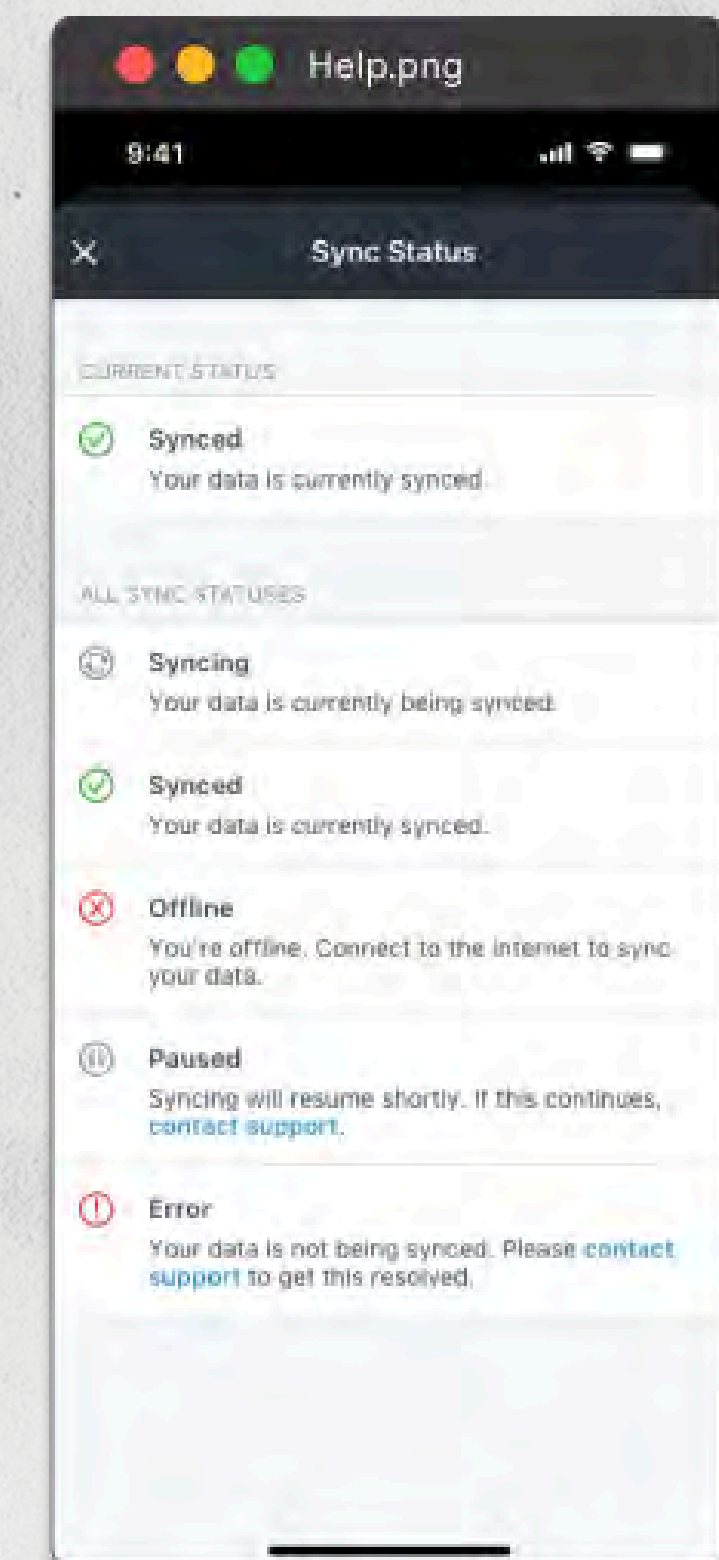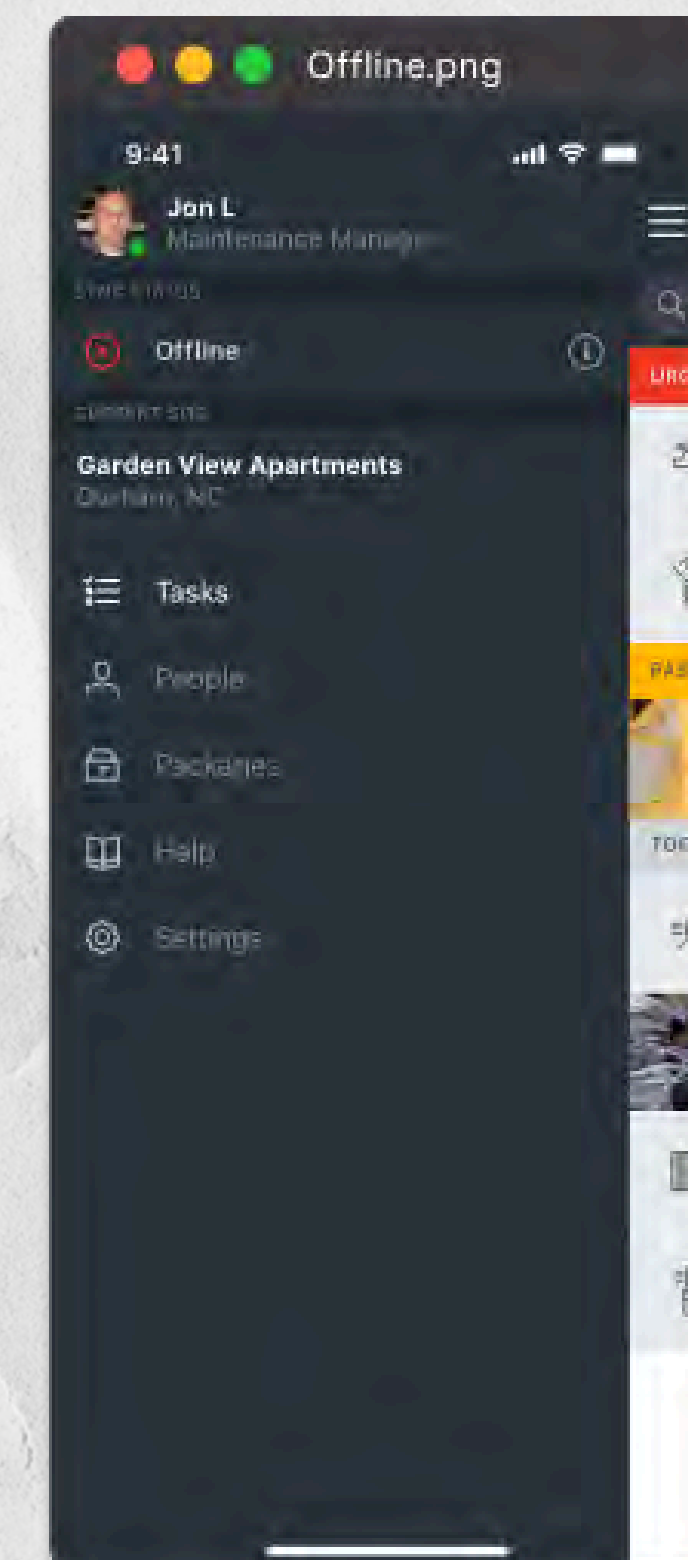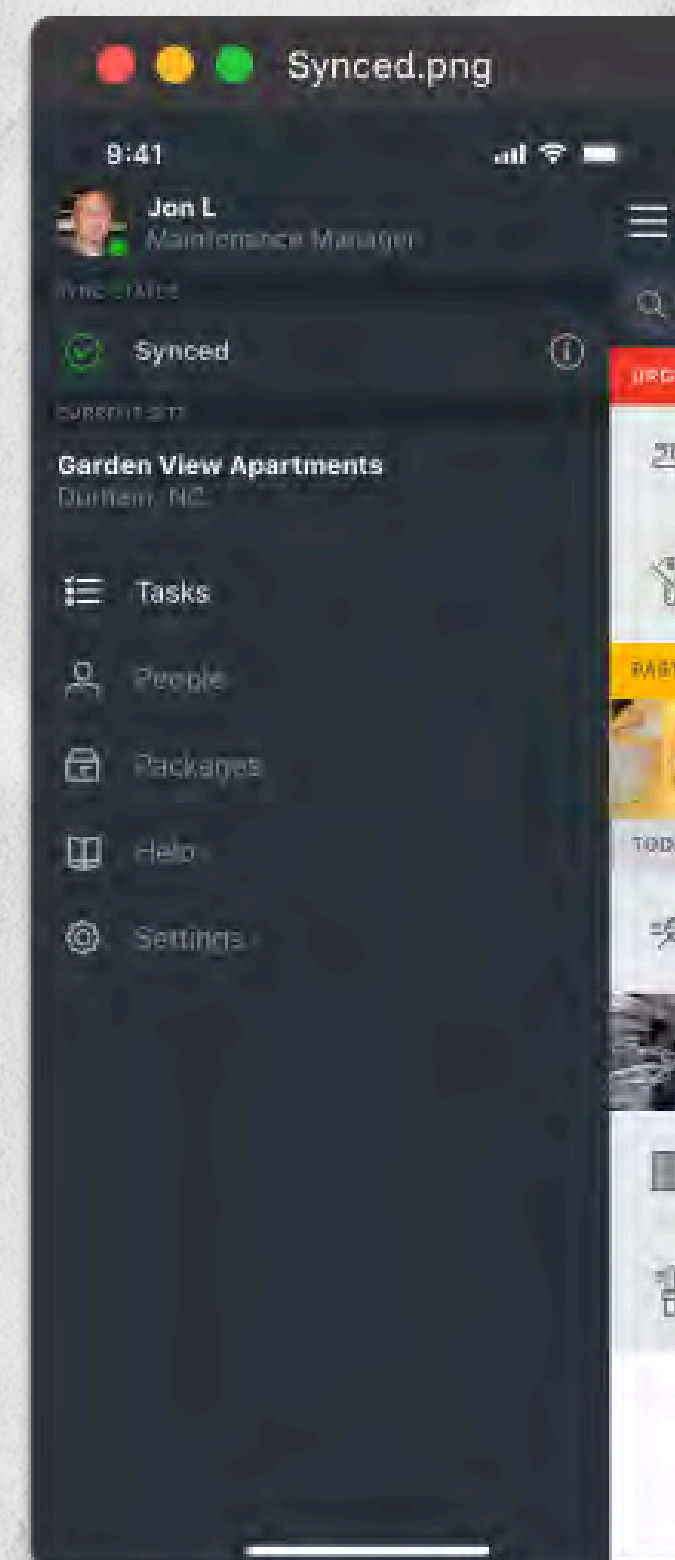
I'm a users-first designer.

Contrast ratios are checked. No tiny, unreadable light-gray-on-white nonsense here.

Here's my accessibility timeline to show how I've proved that.
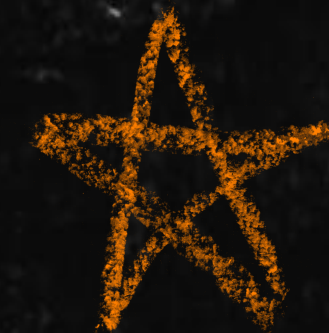
Office at Interview

March 2022
The Big Interview

Bold move: I told them right in the interview that accessibility was my passion. Next thing I knew, I was hired and leading the charge on inclusive design at SightPlan as a UX Design Intern!

November 2022
Accessibility 101: A Team Mission

Accessibility isn't a solo mission. I built internal learning opportunities to get the whole team excited (and educated) about designing for everyone.

February 2023
Engage Upgrade to WCAG 2.1 Level AA

Made accessibility official! I leveled up the resident app to meet WCAG 2.1 Level AA standards. Smoother, friendlier, and way more inclusive for everyone.

Lunch & Learn

The Award!

June 2023

Rewriting the Rulebook

After merging into SmartRent's teams, I got to work crafting documentation and accessibility standards for SmartRent, because great design deserves great guidelines.
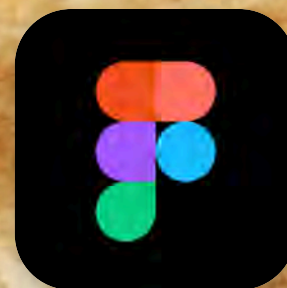
November 2024

Award Winning Accessibility Specialist

Hard work paid off! I was honored with the very first 'Smart for Everyone' award, recognizing my mission to make our digital experiences accessible for all.

My skills, but as a sandwich

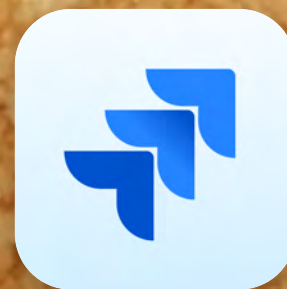I love learning new things, but here's what I'm doing daily.
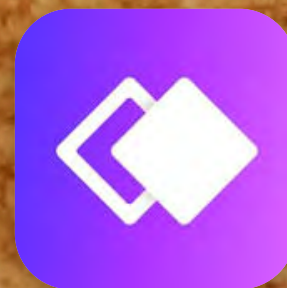
Software

Figma	Sketch	Notion
Jira	Confluence	Maze
Whimsical	Framer	ChatGPT

Skills

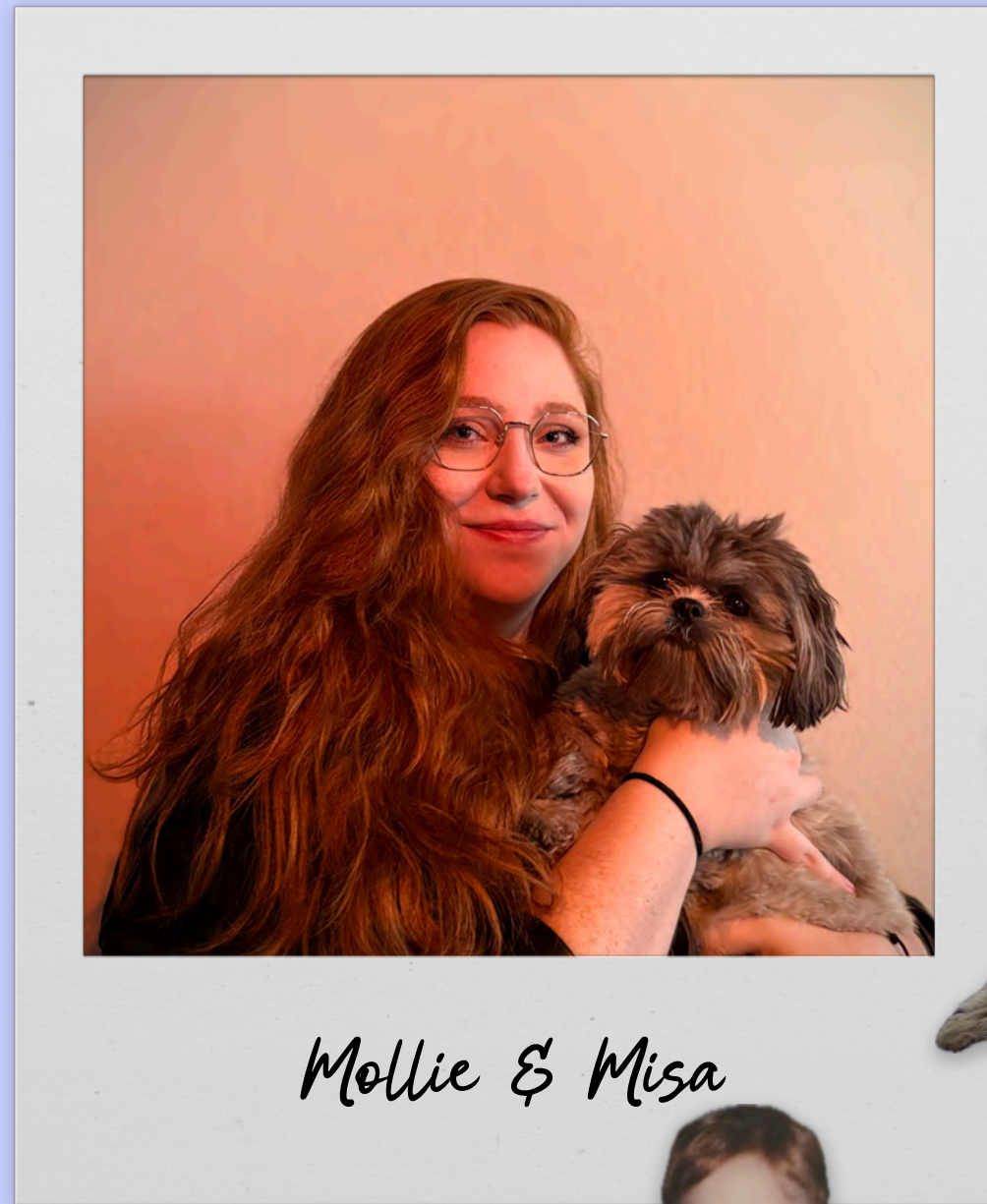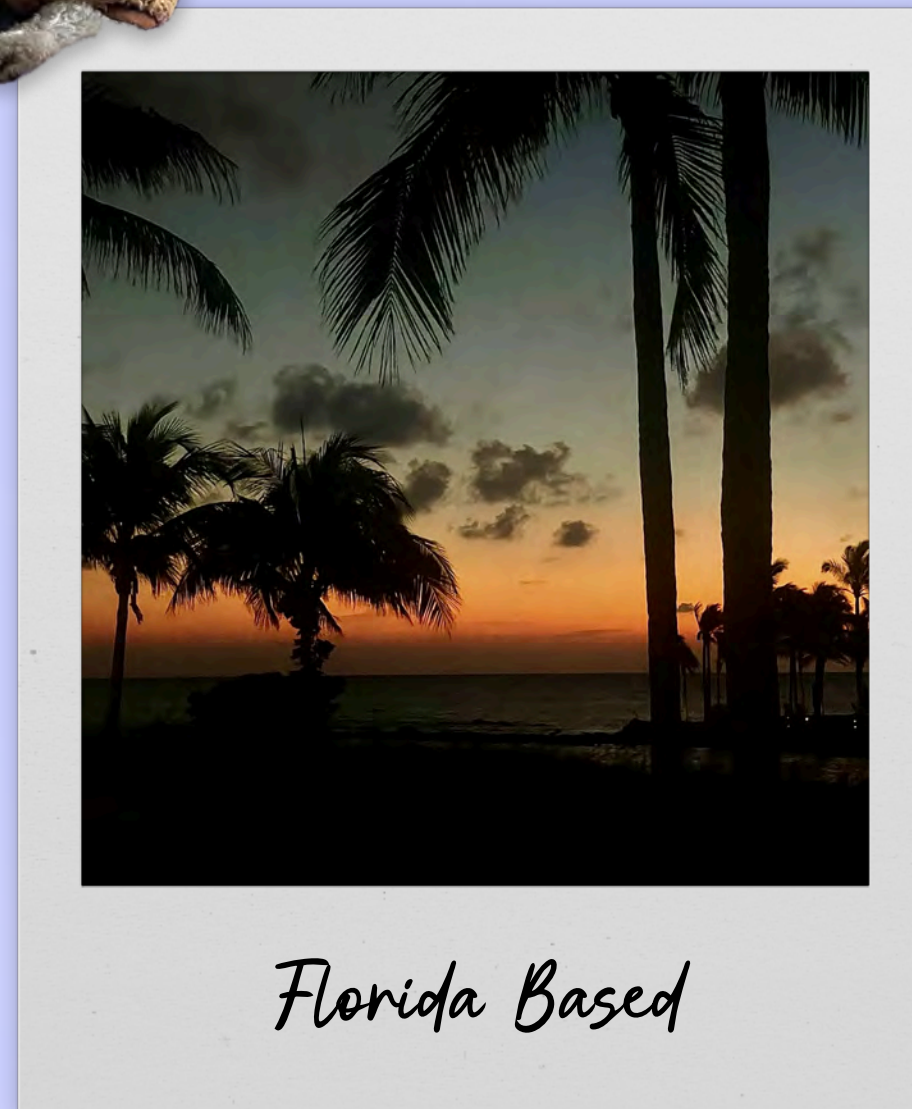| UX Design | Product Design | Accessibility |
| UX Research | Usability Testing | Design Systems |
| UI Design | Illustration | Problem Solving |

ABOUT

Mollie & Misa

Florida Based

Meet Mollie: Dog Mom, Designer, and Problem-Solver

Officially, I'm a product designer and former intern turned full time designer at SightPlan (now SmartRent!) based out of Central Florida. Unofficially, I'm Misa's human, an INFJ, and a devoted collector of hobbies with a soft spot for well-organized design files.

I care deeply about inclusive design and spent my time at SmartRent championing accessibility, until a recent layoff gave me space to explore more of my creative side (and complete this portfolio!). These days, you'll find me building side projects, notion templates, designing stickers, or disappearing into a great film or crime show. I'm always chasing the next thing to make or figure out.

Experience

SmartRent (Formerly SightPlan)

→ **Product Designer I**
April 2024 – Present

→ **Jr. Product Designer**
May 2023 – April 2024

→ **UX Design Intern**
March 2022 – May 2023

From intern to leading design initiatives, my journey at SmartRent was a wild ride of wireframes, sprints, and making digital spaces more inclusive. Accessibility is my not so secret passion.

Education

University Of Central Florida

→ **Graduated May 2023**

→ **Majored in Philosophy**

→ **Minored in both IT & Digital Media**

Philosophy gave me the big questions, and minoring in both IT & Digital Media gave me the tools to answer them creatively. Yes, Philosophy, I know. Four years, every semester on the Dean's List, not that I counted (I did).

It's all about the people.

Real testimonials from real humans I've worked with who were not bribed with coffee (probably).

"Mollie's passion for the inclusion of accessibility in design practices was **critical in establishing a program that promotes best practices** throughout product design and development and was essential to elevating the WCAG rating of our products. **She's smart, reliable, no-nonsense and really cares about the work.**"

Joseph Westlake
SightPlan Founder

"**Mollie approaches every project with critical thinking and intention**. While many designers are comfortable jumping in once requirements are defined, Mollie thrives in the early, ambiguous stages. **She asks the right questions, challenges assumptions, and thinks deeply about the "why" before jumping into the "how".**"

Blake Everingham
Director of UX Design & Product

"In addition to her accessibility work, **Mollie is an exceptional UX designer.** She approaches every project with empathy and a deep curiosity about user behavior. **Her designs are informed by direct client engagement, thoughtful research, and a commitment to improving usability.**"

Alex Mauro
Director of Product

Frequently Asked Questions!

What's your favorite part of the design process?

The high fidelity phase, where you see all the research, ideas, and initial design come together.

Are you open to freelance work or collaborations?

Yes! Especially if it involves thoughtful design, accessibility, or a good excuse to use my color-coded Figma files.

Do you work solo or with a team?

Both! I run my own design studio for personal projects, but I also thrive in team environments where I can nerd out about research and accessibility with other creatives.

What's Misa's role in all this?

Chief Bark Officer (CBO). She keeps morale high, approves long walks for creative brainstorming, and occasionally makes surprise cameo appearances on video calls.
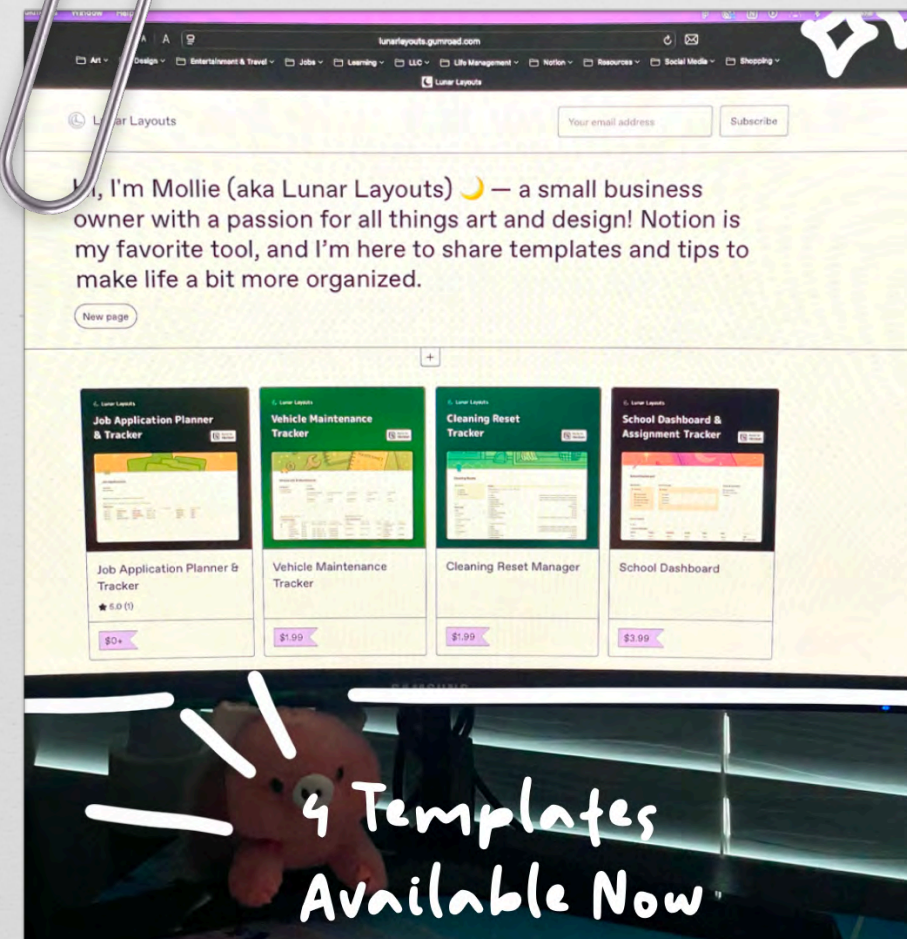
Certified Hobby Collector

When I'm not designing for work, I'm designing for fun. Someone please stage an intervention.

Here's what I'm up to outside of work. I have a couple Instagrams (gotta respect the niche!).

@molliekaitlyn is my personal Instagram, **@molliemakesstuff** is all the art!

@molliekaitlyn

@molliemakesstuff

@molliekaitlyn

Thank You!

uxmollie@gmail.com

linkedin.com/uxmollie