Candace Rogue

Product Designer

757-392-4793 | candacerogue@gmail.com | candacerogue.com Atlanta, GA | Open to NYC hybrid

Product designer and engineer working across UX strategy, interface design, design systems, and implementation. Leads client design and development through Rogue Labs and has partnered with Product, Engineering, and Editorial at Blavity. Combines user journeys, accessibility, and technical constraints to create coherent digital experiences.

RELEVANT SKILLS

Product design, UX strategy, interaction design, design systems, Figma, prototypes, user journeys, WCAG, developer handoffs, JavaScript, React, Shopify, WordPress

SELECTED EXPERIENCE

Founder & Consultant, UX & Development | Rogue Labs

Aug 2014 - Present | Remote

- Lead UX strategy, product design, and Shopify and WordPress development, helping e-commerce clients scale to $100K+ in annual revenue.
- Build design systems with interaction standards, voice and tone guidance, and documentation for client teams.
- Partner with founders, developers, and stakeholders on product strategy, user journeys, and WCAG-aligned experiences.

Lead Front End Engineer & Product Manager | Blavity Inc.

Aug 2018 - Mar 2020 | Atlanta, GA

- Led the applications team through the Blavity News redesign; established code review practices and DRY standards.
- Built UI components and design system documentation with Product, Engineering, and Editorial to improve accessibility, consistency, and handoffs.
- Re-engineered internal newsletter tools serving 1M+ subscribers; contributed jwPlayer API integration, modal libraries, and state management to the Travel Noire app launch.

Lead UX Design Instructor | General Assembly

Jun 2021 - Oct 2024 | Remote

- Guided 225+ career changers and managed 6 instructional staff, with 100% graduation requirement fulfillment.
- Launched a Design x Engineering capstone connecting UX and software engineering students across teams, timelines, and deliverables.
- Partnered with Product and Learning Development to audit curriculum, address student feedback, and align assignments with professional workflows.

ADDITIONAL EXPERIENCE

UX Mentor | Thinkful

Nov 2020 - Aug 2023 | Remote

- Mentored 30+ designers through individualized learning plans and actionable feedback on prototypes, user flows, and iterations.
- Coached designers to communicate design rationale to engineers and cross-functional stakeholders.

Multi-Disciplinary Designer & Developer | Creative Circle

Jul 2016 - Aug 2018

- Designed and developed responsive websites using WordPress, PHP, React Native, and Bootstrap.

Founder, Lead Artist & Facilitator | 501 Rogueland

2019 - Present | Atlanta, GA

- Design, budget, and facilitate recurring Adult Recess workshops that introduce adults to hands-on creative disciplines.

EDUCATION

Designlab | AI in Product Design Certificate | 2026

Howard University | B.B.A. International Business & Marketing, Magna Cum Laude | 2009 - 2013

SELECTED PRESENTATIONS

Codesmith Framework Cohorts | 2017 | Why is UI/UX so Damn Sexy? - UX fundamentals and developer-designer collaboration.

General Assembly Product Leadership | 2022 | Design x Engineering Capstone Results - interdisciplinary learning and design handoffs.