Candace Rogue

Product Manager

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

Product practitioner with a combined Lead Front End Engineer & Product Manager role at Blavity and ongoing client product strategy through Rogue Labs. Connects user journeys, engineering feasibility, stakeholder communication, and delivery. Brings experience across media platforms, e-commerce, design systems, and cross-disciplinary learning programs.

RELEVANT SKILLS

Product strategy, user journeys, cross-functional delivery, stakeholder communication, design systems, Google Analytics, technical collaboration, Asana, ClickUp, Notion

SELECTED EXPERIENCE

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.

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 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.