

ANJALI SHARMA

PRODUCT DESIGNER | VISUAL DESIGNER

CONTACT

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TOOLS

Design

Figma
Design Systems
Adobe Creative Suite
Wire-framing / Mockups
UI/UX Design
User-Centered Design
Print Design
Typography
Web Design (HTML/CSS)

Workflow

Agile Methodology
JIRA
Mural
Confluence
Microsoft Office
LUMA Methods

EDUCATION

Certificate - Full Stack Web Development
UC Berkeley Extension
2019-2020

Certificate - Front End Web Development
General Assembly
2017-2018

Certificate - User Experience Design
General Assembly
2014-2015

Certificate - Art Direction
Miami Ad School, SF
2012-2013

Bachelor's - Advertising Creative
San Jose State University
2007-2012

KROGER

PRODUCT DESIGNER, MERCHANDISING

JULY 2022 - PRESENT

Design, maintain, and provide ongoing support for a Figma component library utilized by over 50 designers within the Merchandising team.

Collaborate with various teams to identify and understand the needs and challenges related to components and patterns, ensuring end users can work efficiently and effectively within applications, all while maintaining a consistent and modern experience.

WALMART E-COMMERCE

LEAD VISUAL DESIGNER

JUNE 2021 - JUNE 2022

Lead a team of 10 remote designers, overseeing the creation and delivery of design assets for more than 100 projects monthly. Assets support product launches and ongoing maintenance across Walmart.com, collaborating with major brands like Apple, Netflix, Xbox, Samsung, Disney, and other regional partners.

VISUAL DESIGNER

OCT 2016 - JUNE 2021

Collaborated with over 15 partners per project across marketing, leadership, content development, and producer to drive ideation and successfully launch products or campaigns across multiple categories.

PRODUCTION ARTIST

AUG 2015 - OCT 2016

Conducted conceptual exploration and ensure consistent naming conventions and file weight management for hundreds of active and finalized design assets in Walmart's CMS, enabling the smooth delivery of over 100 site and email projects each month.

HACKERRANK

GRAPHIC DESIGNER

MAR 2015 - AUG 2015

Sole designer of print and digital assets including landing pages, multi-page white papers, infographics, banners and marketing event materials for various B2B and B2C initiatives.

Collaborated with growth marketing team partners to conceive and design a hack-a-thon competition for 15,000 university students across the world, resulting in an increase in HackerRank's exposure and engagement.

MISTOBOX

GRAPHIC DESIGNER / FRONT-END WEB DEVELOPER

NOV 2014 - AUG 2015

Sole designer of digital assets, including emails and social media posts, for both day-to-day and seasonal campaigns aimed at boosting exposure and driving sales from new customers for this Shark Tank-funded startup.

Performed weekly front-end tasks to design branded experiences for new clients and product lines, supporting sales growth and the acquisition of new clients.

Designed and managed custom inserts and labels for daily subscription orders, providing subscribers with information about the origin of the curated products they received.

GLOBALFLUENCY

GRAPHIC DESIGNER

JAN 2014 - AUG 2014

Conceptualized and designed GlobalFluency's 40-page quarterly digital marketing magazine, reaching 60,000 marketers and 2,000 content syndication partners, to inspire, inform, and engage audiences with global insights and innovations in cross-cultural marketing.

Worked alongside the Creative Director and two other designers to create print and digital assets—such as banners, white papers, infographics, and event materials—aimed at increasing awareness and visibility of marketing programs and initiatives for multiple Fortune 500 companies.