William Kriigel
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SUMMARY

Product designer working in security platforms and enterprise systems, with a background in frontend engineering. Focused on shaping interaction models, workflows, and UI systems that scale across teams and products. Bringing direction and clarity to complex systems by focusing intent, filtering ambiguity, and aligning product behavior with technical constraints, customer understanding, and business goals.

EXPERIENCE

Senior UX Designer
Eclypsium | Remote | Oct 2024 – Feb 2026

- Embedded member of the product management team, providing UX and UI oversight and definition across a multi-team engineering organization with distributed frontend ownership.
- Set interaction and UI direction as the platform evolved, reviewing and guiding teams to ensure clear hierarchy, emphasis, and user flow across diverse security features.
- Shaped customer-facing experiences by refining how users navigated core product domains and reached intended outcomes by surfacing critical information and simplifying key concepts.
- Defined and evolved interaction patterns and information architecture across independently developed features, preventing fragmentation as the product offerings expanded.
- Unified diverse needs from product managers, engineering leads, sales engineers, researchers, and executive stakeholders to establish requirements and translate them into clear, durable product behavior.
- Stayed engaged through delivery to evaluate implemented solutions, identify subtle breakdowns in clarity or flow, and correct issues before they reached customers.

Senior Software Engineer, Security Operations User Experience
Sophos | Remote | Sep 2021 – Apr 2024

- Designed user experiences for large-scale security platforms spanning multiple products, teams, and third-party integrations.
- Translated complex security concepts into workflows and interaction models that could be understood and used reliably by non-experts.
- Collaborated within a large design organization on shared design systems and frontend patterns, contributing to reduced variation across a broad product suite.
- Applied frontend engineering experience to ensure designs aligned with existing architecture and shipped predictably.

UI and UX Lead
Zibasec | Remote | Jan 2020 – Aug 2021

- Sole UX and UI designer responsible for workflow design, navigation structure, and visual consistency across the product.
- Defined information hierarchy and interaction patterns that helped users complete complex tasks efficiently.
- Designed modular workflows with interdependent states, balancing clarity with system constraints.
- Partnered directly with engineering to ensure design intent translated cleanly into implementation.

User Interface Developer
Georgia Institute of Technology | Atlanta, GA | Mar 2012 – Jan 2020

- Designed and implemented UI systems for internal web applications supporting multiple departments.
- Established shared frontend patterns, layouts, and interaction behaviors that improved consistency and maintainability.
- Created wireframes and interactive prototypes based on stakeholder needs and iterative feedback.
- Mentored student developers contributing to frontend work.

EDUCATION AND CERTIFICATIONS

Bachelor of Information Technology in Software Development
Clayton State University

UX Certification
Nielsen Norman Group