
V.C. Billingsley

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Education

OHIO STATE UNIVERSITY

Columbus, OH

Human Computer Interaction, 3.85

Experience

CodeRabbit

San Francisco, CA

Founding Designer Engineer

August 2025 – Present

- Led frontend design and development of key user-facing surfaces, including auth flows, navigation systems, and interactive components with custom animations
- Built and shipped full-stack features end-to-end across React, Node.js, and third-party billing APIs, directly contributing to product growth
- Drove UI/UX improvements across the platform, establishing visual patterns and component architecture that raised design quality org-wide
- Prototyped and delivered new product areas from concept to production, helping expand the platform's capabilities for developers

EUDIA

Palo Alto, CA

Founding Product Designer

February 2025 – August 2025

- First design hire at Eudia; led the end-to-end UX transformation across the product suite, establishing foundational design principles for legaltech, warehouse operations, and enterprise tooling.
- Collaborated directly with founders, engineers, and legal advisors to distill complex legal workflows into intuitive, role-based product experiences across Admin, Merchant, and Operator interfaces.
- Built and scaled Eudia's core design system from scratch, introducing Figma's Multi-Component Properties (MCP) and workflow standards that streamlined handoff and enabled seamless cross-functional collaboration.
- Designed a flexible, secure access and permissions architecture leveraging Auth0, enabling support for granular legal roles and multi-tenant structures across mission-critical enterprise products.

DODDLE

Remote

UX Designer II

April 2023 – February 2025

- Spearheaded the design and development of an innovative warehouse processing platform that garnered client interest from DHL, Nike, Aritzia, and Dick's Sporting Goods, driving sales and adoption
- Authored and implemented a comprehensive DesignOps framework, enhancing collaboration across design and development teams while cutting handoff times by 50%, saving the company an estimated \$185,000.
- Conceptualized and delivered high-fidelity prototypes for client demos, accelerating the sales process and improving client engagement by 30%.
- Led cross-functional research initiatives, including usability testing and co-creation workshops, to refine product offerings and align with client needs
- Applied insights from extensive qualitative and quantitative research to improve product usability, reusing in a 25% increase in customer satisfaction ratings.

BLUE YONDER

Remote

UX Designer I

January 2021– April 2023

- Designed and launched the industry's first-ever 3D Yard Management application, resulting in multimillion-dollar contracts with Penske and DHL.
- Improved user adoption rates by 65% through intuitive design updates and a focus on user-centric workflows.
- Co-developed a scalable design system in collaboration with developers, ensuring consistency and adaptability for future products.
- Streamlined existing design patterns to reduce friction points, enhancing the overall user experience across core product lines.

Technical Skills: HTML, CSS, Javascript, React**Design/Research Skills:** Design, Prototyping, Wireframing, Dovetail, Surveys, A/B Testing, Interviews, Usability Testing, Heuristic Evaluations, Qualitative/Quantitative Research, Leadership**Collaboration:** Miro, Jira, FigJam**Language:** English (Native)