Steven Roberts
Product Designer

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Experience
6 years

Push Operations
Feb 2022 - Now

Restaurant management software.
Trusted as lead designer across payroll, HR, and scheduling at a high-traffic SaaS platform. Launched a survey builder from scratch, rebuilt mobile messaging for frontline staff, and overhauled the scheduler's interface to reduce errors and increase adoption. Features were adopted by multi-location brands across North America.

CanadaCart (side project)
January 2025 - Now

Designed and built a mobile app to promote Canadian-made grocery alternatives. Led product strategy, UX, and engineering using React Native. Shipped iterative updates, introduced a dynamic in-app animation system, and validated features through rapid user testing.

Casting Workbook
May 2020 - Jan 2022

Casting software for production, agencies and actors.
Audited and updated UX for both the web and mobile apps.
Created a folder system for audition videos.
Took on a secondary role as a graphic designer.

CheckingIn
Apr 2019 – Jan 2020

Mental health platform.
Led mobile app design at CheckingIn, guiding it from prototype to a successful launch. Organizing and managing development schedules were crucial aspects of my role. CheckingIn is now thriving with 15 full-time employees, a testament to the success of the product.

Education
Brainstation UX Design Course
Jan 2019

Software
Figma │ Photoshop │ HTML/CSS, React, Unity (beginner)