

# Luke Montgomery

Lead Product Designer

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## EXPERIENCE

### Lead Product Designer

Jan 2025 – Jan 2026

Amazon · Taskei – Task Management

- Owned end-to-end research and design for an internal task management platform, identifying four core user mental models that directly shaped roadmap priorities including Gantt visualization, dependencies, work planning, and team capacity.
- Led design across the full Taskei roadmap in collaboration with product and engineering, spanning planning, task management, and capacity features for 80k+ engineers – supporting org-wide migration from legacy and third-party tools.

### Senior Product Designer

Nov 2022 – Dec 2024

Amazon · ASBX – Software Builder Experience

- Conducted the first cross-tool study of the software development lifecycle, synthesizing insights from 18 engineers across seven organizations – findings informed roadmap decisions and contributed to new internal products.
- Led design sprints, heuristic audits, and usability studies surfacing critical gaps in onboarding and operational workflows; ran org-wide design office hours for teams without dedicated UX.

### Senior UX Designer

Aug 2020 – Nov 2022

Amazon · ADFS – Fulfillment & Supply Chain

- Designed seller-facing workflows across order placement, shipment tracking, inventory dashboards, and bulk storage – contributed to long-term vision for a 3PL distribution platform decoupled from Seller Central.
- Mentored a design intern and supported an expanding design team.

### Sr UX Designer

Feb 2018 – Aug 2020

Mentor Creative Group · Agency

- Led end-to-end UX for client websites and applications including Starbucks, Eddie Bauer, and Fred Hutch. Owned all deliverables and managed external UX contractors.

### Founder & Designer

Jan 2016 – Jul 2019

Montgomery Consulting · Independent

- Directed client projects spanning research, strategy, prototyping, and design delivery.

## PROFILE

Lead product designer with ten years of experience across agency, consulting, and enterprise software. I think at the systems level and care about craft at the detail level. Looking for a team that holds a high bar for design and believes it shapes the product, not just supports it.

## SKILLS

### Research

Qualitative studies, usability testing, design sprints, heuristic audits

### Design

Systems design, interaction design, prototyping, visual craft

### Tools

Figma, FigJam, Framer, Notion, Jira

### Leadership

Cross-functional alignment, roadmap influence, mentorship

## EDUCATION

### UX Design Certificate

General Assembly, Seattle WA

### B.A. Liberal Studies

Northwest Nazarene University, Nampa ID

## TEACHING

### Instructor

School of Visual Concepts

Prototyping & usability testing · 2019–2021