

Christina DiMeo

UX designer and coach with 15+ years of experience. Passionate about solving complex problems with ecosystem thinking and delivering measurable results.

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STRENGTHS

Relationship building
Curiosity
Adaptability
Ecosystem thinking
Action-oriented
Data-driven

EDUCATION

University of Minnesota
BS, Graphic Design
BA, Studio Arts

Angel Academy of Art
Drawing Program, Italy

COMMUNITY

Volunteer
MN Tech for Success,
Habitat for Humanity
Creative Mornings

Drawing Instructor
Atelier Studio Program
of Fine Arts

PATENTS

#11462319
#20210193307
#10874759
#20190290796
#20190295712

EXPERIENCE

3M Health Care

Senior Design Manager, Oral Care Solutions Division, May 2022–May 2023

Oversaw implementation of digital and physical product design for the Oral Care Solutions Division (\$1.3B annual rev).

- Built and managed a 7-person multi-disciplinary design team (UX, Research, Visual, ID).
- Collaborated with Divisional Leadership, Design Ops, and Brand across touch-points.
- Planned and led design thinking workshops (ex. portfolio planning, ideation sessions, ecosystem-thinking).
- Championed UX Metrics and Design System.

UX Design Principal, Jan 2020–April 2022

Led UX design for internal CAD software used for orthodontic treatment planning. Responsible for wireframes, task flows, concept evaluation, and prototyping.

- Worked with AI team to identify UI improvements and implement usability best practices to improve use of automation.
- Reduced cycle time by 20% by implementing UX strategy for usability improvements across the digital workflow.

Lead Interaction Designer, Jan 2017–Dec 2019

Contributed to projects across 3M Health Care including Oral Care, Drug Delivery, Infection Prevention, and Health Care Academy.

- Identified opportunities for automation, contributing to a 68% decrease in the digital workflow cycle time
- Led patient-facing Tx Tracker app refresh. Secured \$25k in funding and oversaw project concept evaluation to final implementation.

Honeywell

Senior User Experience Designer, Mar 2014–Dec 2016

Lead UX designer for a data visualization and historical analytics tool, Honeywell Uniformance. Responsible for delivering wireframes, task flows, and prototypes.

- Co-authored data visualization guidelines for global brand standards.
- UX coach for 6-week strategic growth program led by the Honeywell CMO.

Tamber Health

User Experience Designer, 2012–2013

Created workflows and wireframes for a telehealth application used to deliver evidence-based behavioral health care.

Capella University

Interaction Designer, 2007–2010

Designed and developed interactive media for online courses using ActionScript, HTML/CSS, with a focus on ADA compliance.

University of Minnesota

Interaction Design Intern, 2006–2007

Created interactive learning games for online College of Pharmacy courses.