

David Joseph Murray

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Product Designer with 5+ years designing complex, workflow-driven software for safety, compliance, and B2B platforms — the kind of work where a missed step is a real-world consequence, not a churn event. Currently at Master Lock designing their Connected Lockout Tagout platform. Previously at Risk and Safety Solutions and Apple.

Master Lock — *Product Designer*

Aug 2025 – Present | San Francisco, CA

- Designing components, foundations, voice & tone, and engineering handoff specs for Master Lock's design system.
- Maintaining the component library alongside engineering — keeping Figma and the codebase in sync.
- Conducting workflow analysis and domain research with safety teams to define problem spaces and inform product priorities.
- Leading end-to-end design for Lock Management, including a 14-screen Add Lock flow with Bluetooth/Mechanical and internal/external transfer branches.
- Designing surfaces with conditional logic — a Lock Table with per-type column rules, Bluetooth details that adapt to battery state (healthy, low, critical).
- Validating flows with unmoderated Useberry participants — most recently the User Management feature, which shipped without rework after testing.

Risk and Safety Solutions (RSS) — *UX Designer*

Feb 2022 – Aug 2025 | Davis, CA

- Designed the tools administrators use to build safety programs — the form builder, workflow builder, and metric/dashboard builder.
- Designed the end-user side of the platform — the assessments, action items, and dashboards generated automatically from what admins built.
- Designed complex, logic-driven workflows for administrative tools and end-user task flows across the platform

- Led research and design for RSS Chemicals (iOS) — interviews, shadowing, and multiple usability rounds drove the search, scan, and Add Container redesigns.
- Partnered with product owners and engineers to define requirements, prioritize features, and deliver scalable solutions
- Designed across safety programs at universities, healthcare systems, and research institutions — Computer Ergonomics, Workers Compensation, Biosafety, and dozens more.

Apple — *User Researcher*

Jul 2020 – Oct 2021 | Cupertino, CA

- Planned and executed structured user research studies to support product development decisions
 - Developed research protocols, documentation, and synthesis reports
 - Analyzed qualitative data and translated findings into actionable recommendations
 - Communicated structured findings to cross-functional teams
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Education

M.A. UX Design, Maryland Institute College of Art (MICA)

B.A. Psychology, UC Santa Cruz

Skills

UX/Product Design, Interaction Design, Workflow Design, Systems Thinking, Prototyping, Design Systems, Icon Design

User Research, Usability Testing, Workflow Analysis, Problem-space Research (Indi Young), Stakeholder Management, Cross-functional Collaboration, Requirements Definition

Tools: Figma, FigJam, Useberry, Claude