

Katie Howarth

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Profile

Results-driven Product Experience Designer specializing in healthcare, known for crafting user-validated 2D and immersive VR experiences that **drive business growth** and improve outcomes. Skilled in agile, cross-functional teams, blending creativity and technology to deliver impactful, innovative designs that enhance lives and performance.

Career Highlights

- Designed and partnered with clinical and engineering teams to deliver 3 commercial products within 12 months to recognize \$4 million in revenue.
- Created and delivered immersive VR therapy experiences to hospice and palliative care patients.
- Collaborated with a team to design a holistic conversational AI interface to boost engagement and desirability of an app.
- Drove a company shift to human-centered design, embracing new design principles.

Bringing empathy to the forefront of health tech through human-centered design.

Key Skills

Vertical & Horizontal Communication across all organization levels

Creative Direction	Voice + Tone
Behavioral Change Design	IRB User Research
Product Design	Leadership + Delegation
Experience Design	Adaptability
Project Management	User Research
Rapid Research + Prototyping	Human Centered Design
Figma Design	UX Design
Workshopping	Creative Generalist
AI Modeling	Cross-Functional Collaboration

Education

March 2022 (Graduation)

BFA Immersive Reality | Magna Cum Laude

Savannah College of Art and Design

Experience

Dec. 2023 - Present

Product Experience Designer

RealizedCare | Nashville, TN (Remote)

- **Promoted** based on strong performance and learned skills.
- Increased engagement across all products taking on a **design lead** position.
- **Drove a 90% increase in desirability**, of a chronic pain app, adding a conversational AI interface, fostering increased engagement with easier access to content, program adherence, and promising user feedback during testing.
- Redesigned and partnered across the enterprise to deliver “Mind and Motion” with a team– a chronic pain VR app that improved user mobility by gamifying physical therapy exercise.
- **Conducted over 200 user research sessions** on design prototypes.
- Achieved **cross-functional alignment** on all designs using detailed documentation and figma user journeys.
- Achieved a **50% increase in delivery efficiency**, optimizing design workflow.

April 2022 - Nov. 2023

XR Designer

RealizedCare | Nashville, TN (Remote)

- Delivered three VR therapy products simultaneously into various studies with cross-functional teams.
- **Secured 2 digital therapeutics co-development partnerships with Sumitomo Pharma** with a joint development plan.
- Created technical workflows for entire 8 week programs.
- Ran and designed workshops for various mechanisms of action within each VR program to ensure group alignment and requirements.
- Wrote and designed mindfulness scripts and environments with matching visuals connecting what a user hears to what they see.

March 2020 - April 2022

Project Lead & Unreal Environment Artist

SCAD & Hospice Savannah | Savannah Ga

- Developed 6 immersive therapy experiences for hospice patients, collaborating closely with doctors.
- Implemented in house care sessions to deliver VR immersive therapy to patients, with **up to 24 hours pain free results**

Sept.- Nov. 2021

Tech Development and Designer

3M Telehealth SCAD Pro | Savannah, Ga

- Developed immersive telehealth solutions with 3M, focusing on addressing patient care challenges and physician burnout.
- Researched and designed proof-of-concept using HoloLens2.