

Ken M. Haggerty

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Summary

I am a product lead who designs and builds. My 15 years of experience shipping complex software include Google's self-driving car project, the logistics suite behind Alfred (now in 52 markets serving 300,000+ residents), and the U.S. Army's global freight platform.

I lead through “diplomacy-through-design”—i.e., aligning stakeholders with working prototypes, weekly user contact, and hands-on execution in Figma, React, and Swift.

Experience

DecisionPoint

Los Angeles, CA (remote)

Senior UI/UX Solutions Architect, Team Lead & Senior Engineer — GFM, US Army

FEB 2025 – Present

- Direct the ground-up rebuild of the U.S. Army's Global Freight Management (GFM) platform—the system used to route military freight worldwide—owning the product roadmap, requirements, user stories, and all UX decisions, development priorities, and coordination.
- Lead an 8-person development team while personally building the React front end and producing all clickable Figma prototypes, replacing siloed systems accumulated over 30+ years of separate contracts with a single modern platform.
- Shipped GFM 1.0 in early 2026—on schedule, with zero critical defects—to unanimous praise from Army leadership and end users.
- Grew usage to 5,000+ searches per month in applications users had previously abandoned due to bugs and missing functionality.
- Converted program to iterative Agile delivery through weekly stakeholder syncs and prototype-driven requirements alignment with government partners.

SAIC

St. Louis, MO (remote)

UX Software Engineer + Requirements Management — ABMS CBC2, US Air Force

FEB 2023 – FEB 2025

- Built and shipped React web portal using Material UI and Keycloak in 2 weeks, delivering the program's first user-facing front end for the Air Force's battle management command-and-control modernization effort (ABMS CBC2).
- Rewrote and migrated a 10,000+ item Jira backlog, restructuring it for traceability, prioritization, and clarity across a multi-contractor program.
- Established weekly visual metrics that became the program's shared basis for stakeholder decisions and change management.

treXis

Atlanta, GA (remote)

Technical Delivery Manager + UX Designer — Multiple clients

MAY 2022 – JAN 2023

- Delivered retail banking applications for financial-institution clients on the Backbase platform, owning implementation and delivery.
- Designed INSTANT!, a one-click pre-qualified lending product, using high-fidelity Figma prototypes that expanded the client's product vision and shaped an iterative proof-of-concept roadmap.

Daugherty Business Solutions

St. Louis, MO (remote)

Consultant (Software Engineer II) — Bayer Crop Sciences

MAY 2021 – APR 2022

- Built offline-capable progressive web app (PWA) for Bayer Field Management System (FMS) using React, Material UI, TypeScript, and PostgreSQL with initial version delivered within a month & full delivery within 6 months.
- Developed Bayer eTrials application for a multilingual, cross-time zone team of developers and product owners, while supporting requirements gathering, roadmapping, and process improvement.

Agile Defense

O'Fallon, IL

Solutions Engineer

OCT 2020 – MAY 2021

- General-purpose practitioner assisting with surge support on contracts, proposals development, and team management.

SuprTEK

O'Fallon, IL

UX Lead — CAMPS Inc 1 (Consolidated Air Mobility Planning System), US Air Force

JUL 2017 – SEP 2020

Front-End Developer — DMR (Dynamic Mission Replanning), US Air Force

- Sole UX designer for the "Amazon of Air Mobility"—a one-stop platform consolidating every air-mobility request to U.S. Transportation Command (USTRANSCOM), unifying multiple siloed systems built by separate contractors into one coherent product.
- Produced hundreds of mockups and diagrams across dozens of iterations, using design as the working medium for requirements gathering, cross-team alignment, and conflict resolution among engineering teams, program leadership, and government partners.

- Earned end-user trust through regular on-site observation and weekly feedback sessions, converting a skeptical government customer to iterative, user-centered delivery.
- Developed the Angular front end for the Dynamic Mission Replanning (DMR) application and spearheaded a ground-up overhaul of its automated end-to-end testing strategy.

Independent Product Work
Product Designer + Developer

New York, NY
APR 2015 – JUN 2017

- Designed and built Akay, a structured-data list application for iOS; the work led directly to my next role with SuprTEK.

Made by Many
Product Manager

New York, NY
FEB 2014 – APR 2015

- Conceived and shipped a three-app product suite for startup Alfred, consisting of a mobile-first customer request app, a mobile operations app for Alfreds, and a routing/dispatch desktop application for HQ. Alfred now operates in 52 markets serving 300,000+ residents.
- Designed the "remote control" interface adopted in the shipped customer app.
- Led product management for NJOY's custom e-commerce platform and CMS through two major redesigns and the launch of two new product lines, including QA, analytics, user testing, and prioritization across client and internal teams.

Google [x]

Mountain View, CA

User Experience Researcher, Self-Driving Cars

JUL 2011 – JUL 2012

- Designed, ran, and presented usability and safety studies utilizing driving simulators, rapid interface evaluations, and daily in-car commutes, whose findings informed leadership's decision to pursue end-to-end autonomy rather than human-handoff driving.
- Won first place in Google [x]'s internal ideation competition for Project Glass, judged by Sergey Brin and Sebastian Thrun; developed the winning concept into a working Python prototype with Thad Starner, and co-filed a patent application on the concept.
- Google Glass prototype contributed to the design decision to add the touchpad to shipped Glass hardware.

Education

Massachusetts Institute of Technology (MIT)
 Bachelor of Science (S.B.) in Brain and Cognitive Sciences
 with a Minor in Architecture

Cambridge, MA
2011 (GPA: 4.7/5.0)

Selected Independent Work

Threeo

San Francisco, CA

Product Designer + Developer

AUG 2012 – MAR 2013

- Designed, built, and shipped Threeo, a novel card game for iOS—sole developer, designer, and audio designer; launched on the App Store in 2013 and among the top-downloaded new card games within days.

Skills

- Product – Roadmapping | Requirements management | Stakeholder management | Scrum | User stories | User research
- Design – Figma | Adobe XD | Material UI | Design systems | Prototyping | Illustration & sketching
- Engineering – React | TypeScript | Swift / SwiftUI | Angular | Jest | Cypress | Playwright | SQL | PostgreSQL | GraphQL