MAYA POSNER

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EXPERIENCE

Oracle
October 2025 - Present
New York City, NY

User Experience Designer II — Oracle Health
- Owned the end-to-end design process for the medical coding application, resulting in a new interaction model that preserves human judgment while leveraging AI to improve decision-making.
- Collaborated with subject matter experts and design leaders while facilitating ongoing critique sessions, ensuring alignment between product goals, user needs, and visual design across teams.
- Delivered a VP-level demonstration of three user flows illustrating assisted and automated workflows, garnering leadership support and approval for additional human factors research, customer testing, and future development.

June 2024 – October 2025
Seattle, WA

User Experience Designer I — Oracle Health
- Enhanced the established interaction model for revenue cycle management to integrate AI in a more forward, prominent, and organic way, resulting in the work being highlighted in a department-wide shareout and incorporated into the new product codebase.
- Owned a core pediatrics user flow by designing three data visualizations as the primary UI elements for their pages, which were presented at a national conference and have moved into development
- Mentored a design intern through regular feedback sessions by serving as the primary point of contact for cross-domain translation between clinical and revenue cycle contexts, which enabled clearer design decisions by aligning the intern's work with realistic billing data and system constraints.

May 2023 – Aug 2023
Remote

User Experience Design Intern — Financial Services Industries Unit
- Redesigned the Financial Services Cloud operations application by creating a new UX pattern and reskinning the UI, resulting in improved usability, modernity and efficiency.
- Conducted expert interviews and synthesized research through user goal statements, mind maps, and journey maps, ensuring technically feasible designers and providing stakeholders with a clear understanding of system limitations and opportunities.
- Delivered a presentation that highlighted refined input labeling, system messaging, and table UI across five flows that improved user understanding of the system and decreased time to task completion and that enabled alignment among UX, product and engineering teams.

EDUCATION

May 2024
Ann Arbor, MI

University of Michigan
- Bachelors of Science in UX Design (Human Computer Interaction, School of Information); minor in Entrepreneurship
- GPA: 3.95

SKILLS

UX specialty	Interaction design, product strategy, AI strategy,
Methods and activities	Prototyping, wireframing, user flows, user interviews, presentation creation and delivery
Tools	Figma, Axure, Balsamiq, Miro,
Technical	HTML, CSS, Python