

MARK LAUGHERY

Future park ranger turned data analyst turned product designer

Brooklyn, NY
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EXPERIENCE

Indeed, Tokyo + Seattle + New York — Principal UX Designer

APR 2025 - PRESENT — **Principal UX, Employer AI, New York**

Working hard to shape a human, socially responsible AI-powered employer experience on the world's largest hiring platform.

JAN 2021 - APR 2025 — **UX Lead, AI, Seattle + New York**

Selected by SLT to lead design of Indeed's agentic screening product from 0 to 4000+ enterprise employers. Correlated with 216% stock growth since project inception. Led a team of 12 top designers at the company.

SEP 2017 - DEC 2021 — **Senior UX Designer, Tokyo**

Managed complex rollout of end-to-end revamp of applicant tracking system.

Redesigned messaging and mobile experiences that generated a 36% increase in <7-day application response rate.

Pyrus Med, Seattle — Lead Designer

JAN 2016 - SEP 2017

Pyrus builds AR & VR medical visualization software for perioperative education.

Worked with MDs, PhDs, RNs, and several amazing developers to grow the product from the hallways of UW into four major research hospitals, two top-tier urology conferences, and several publications.

Freelance, Seattle — Design & development

JUL 2016 - OCT 2017

Clients included University of Washington (Mobility Innovation Center, CoMotion, and Centers for Multidimensional Medicine and Cardiovascular Innovation), United Reality, DARPA-backed startup CCS, and Ajua.

Ajua, Nairobi, Kenya — UX Engineer

JUN 2015 - MAR 2016

Designed and developed the front-end of a mobile-first survey reporting tool built with d3.js and JavaScript. Project was highlighted in Forbes (May 2017).

AudienceScience, Seattle — Lead Data Analyst

2014 - 2015

Developed globally-implemented \$100M+ ad budget forecast tool for Procter & Gamble that cut highly manual planning process by 60%.

HIGHLIGHTS

5x recipient of annual Indeed "CEO award" (top 5%)

Featured in GeekWire, Seattle Times, Seattle Business Mag, and KING5 News (Pyrus Med)

Member, Center for Multidimensional Medicine at UW Med, 2017

Ajua project (Consumer Wallet) highlighted in Forbes, May 2017

Recipient, Holloman Health Innovation prototype grant, 2017

"Best Innovation" - UW Business Plan Competition, May 2016

Los Angeles Philanthropic Foundation Scholarship, 2006

Scholar-athlete award (cross country), 2005, 2006

EDUCATION

MS, Human-centered Design & Engineering

University of Washington College of Engineering, 2016 – 3.9 GPA

BS, Economics

University of Washington

PRESENTATIONS

Landman, J., Safiullah, S., Clayman R., ... **Laughery, M.** (2017)

Three-dimensional Kidney Model Development for Virtual Reality. Paper presented at the annual Engineering and Urology conference in Boston, MA

Safiullah, S., Patel R., Lama, D., ... **Laughery, M.** (2017) Evaluation of a 3D Virtual Reality Model for Surgical Planning and Education. Paper presented at the annual World Congress of Endourology in Vancouver, B.C.

Dew, K., Kolko, B., Mugo, M., ... **Laughery, M.** (2015). Prototype development for a clinic-based mobile health tablet application for Kenyan HIV-1 serodiscordant couples using safer conception strategies. Paper presented at the annual Wireless Health conference at NIH headquarters in Bethesda, MD