Mariaclara Golfo

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UX/UI designer and educator with 13+ years leading design teams at Netflix, Spotify, and Samsung. Expertise in user experience design, user interface design, design systems, responsive web design, and human-centered methodologies. M.A. in Sustainable Fashion Technology (IED Barcelona), B.S. in Fashion Merchandising (SUNY Oneonta). Currently adjunct professor at Texas State University and Teaching Artist with The Leadership Program, integrating real-world industry practices with student-centered pedagogy to prepare students for professional success.

Teaching & Mentorship Experience

Design Works High School — UX Design Teacher
Brooklyn, NY | Sept 2026 – Present

- Introducing high school students to UX design fundamentals through a human-centered design curriculum
- Covering design history, ethics, accessibility standards, and complex problem-solving for a more equitable world
- Guiding student growth through hands-on critique sessions that sharpen craft and build design judgment

Texas State University — Adjunct Professor, Interactive Design II
Remote | Jan 2026 – Present (Part-time)

- Teaching UX design to 17 undergraduate students, developing inclusive curriculum and learning environments that foster experimentation and emotional intelligence
- Mentoring students in ethical design principles, inclusive and accessible design and user-centered problem solving
- Providing constructive feedback through discussions and design critiques that elevate craft quality and critical thinking

Design Labs — Product Design Mentor
Remote, Jan 2023 – Present

- Mentoring emerging designers in mastering foundational design principles, typography, color theory, and digital tools
- Delivering critiques, and grade coursework for program certification
- Facilitating project-based learning and professional development guidance.

The Leadership Program — Teaching Artist
Brooklyn, NY. Oct 2025 – Jun 2026

- Facilitating arts-based after-school programming for elementary students, integrating poetry and visual arts with leadership development.
- Designing inclusive, project-based lessons fostering creativity, self-expression, and collaborative problem-solving.
- Differentiate instruction to support diverse learning styles and cultural backgrounds

NYC Department of Education — Approved Substitute Teacher (K–12)
New York, NY. Nov 2025 – Jun 2026

- Certified to teach art, business and english across all grade levels in NYC public schools.
- Prepared to facilitate emergency lesson plans and maintain classroom continuity with minimal preparation.

Creative & Professional Experience

McG Designs — Freelance Designer & Researcher
Brooklyn, NY | Jan 2021 – Present.

- Provided design strategy and user-centered experiences for clients including Selfmade, Lilokwi, Singuli and Palantir.
- Led workshops, facilitated research, and created intuitive solutions across platforms.
- Mentored interns and junior designers in professional environments.

Netflix — Senior Product Designer
Brooklyn, NY | Jan 2024 – Jun 2025

- Designed internal creative tools improving accuracy and efficiency for thousands of global users.
- Integrated machine learning insights to support creative planning and reduce costs.

Solo Art Gallery Exhibition — Artist
Brooklyn, NY | Nov 2024

- Created and exhibited original oil, acrylic and watercolor paintings and digital line art pieces.
- Marketed, printed and sold digital media. Welcomed and greeted 80+ patrons.

Truss Works — Senior User Experience Researcher and Designer
Remote, New York, NY | 2020–2021

- Designed mobile-first onboarding feature flow for U.S. Department of Defense move service affecting 430,000 Service Members and families annually, navigating complex stakeholder needs across military, government, and contractor groups with security and privacy considerations
- Led 6-month Dell Digital engagement orchestrating research and stakeholder alignment across 6 global teams to improve supply chain transparency, identifying and addressing operational risks through systems thinking

Spotify Senior Product Designer
New York, NY | 2018–2020

- Created scalable Access Management system for company-wide adoption while navigating complex legal compliance requirements, enabling secure onboarding of 14k+ label teams (52% stream share) and 43k global artists
- Guided and co-facilitated 25+ user research sessions across diverse stakeholder groups (Artists, Labels, Distributors, Publishers), synthesizing insights to build confidence in foundational system design features
- Organized 4 cross-team design sprints for 20-65 professionals through workshop creation, rapid prototyping, and usability testing, modeling collaborative problem-solving
- Managed design for marketplace tools across 3 industry verticals and mobile/desktop platforms

Samsung, Brit + Co, Shoptiques, More Interactive Designer
Various cities | Jan 2012 – 2020.

- Produced editorial design and responsive web experiences.
- Created visuals for marketing campaigns and fashion-focused digital content.
- Commitment to consistent, punctual attendance and dependability in all roles.
- Created custom design sprint exercises and facilitated workshops for groups of 20–65 professionals.

Multi-disciplinary Volunteer Experience

EADA Business School Visible Mending Instructor
Barcelona, ES | May 2022
Led a workshop on Visible Mending for 20+ Business School Master's Students studying sustainability.

IKIGAI Knitwear Studio Fashion Design Intern
Barcelona, ES | Oct 2022 – Dec 2022

- Explored sustainable fashion innovation through hands-on knitwear production.
- Supported sample development and production for top European brands.
- Certified in SHIMA SEIKI flat and 3D knitwear design programming.

Blinded By Color Project Fashion Design Intern
Barcelona, Spain | Feb 2022 – May 2022
Collaborated on a sustainable design project with Barefoot College and Museo Carmen Thyssen Málaga.

1883 Magazine Graphic Design Intern
London, UK | Jun 2011 – Aug 2011
Designed layouts for print and digital publications on music, fashion, and culture.

Education

IED Barcelona / MA in Sustainable Fashion Tech
IED Istituto Europeo di Design, Barcelona, Spain | 2022-2023
Focus: Production innovations, circular design systems, CLO 3D digital fabrication, textile waste reduction, supply chain sustainability

SUNY Oneonta B.A. in Human Ecology: Fashion / Minors: Computer Art, Journalism
08.2008 – 12.2011

Skills

- **Education:** SEL, Interactive facilitation, classroom and peer mentoring, inclusive pedagogy, project-based learning and critique delivery, encouraging inclusivity, expression, and student leadership
- **Product Design:** Systems thinking, design systems, user research, mobile/web design, prototyping, product strategy, data-driven design
- **Technical:** Practical understanding of CSS, GPT prompt design, JavaScript, jQuery for design-engineering collaboration
- **Digital Proficiency:** Figma, FigmaMake, Adobe Creative Suite, Procreate, CLO3D, Dovetail, Maze, Miro
- **Design leadership & craft:** Strategic collaboration, research and synthesis, executive communication and storytelling
- **Mentorship & Culture Building:** Mentorship, teaching design principles and craft excellence
- **Traditional and Digital mediums:** drawing, painting, collage, illustration
- **Fashion design:** draping, sewing, pattern making, mending