

Ian Larson

HEAD OF UI & UX

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PROFILE

I lead enterprise design teams across UX Research, Product Design, Design Systems, and Front-End Engineering, making complex systems usable and scalable.

EXPERIENCE

Fitch Ratings Head of UX 2021 — Present
Leading enterprise UX at scale across research, product design, and a multi-brand design system spanning multiple global lines of business.

S&P Global Head of UX 2019 — 2021
Built a unified design system driving UX consistency, scalability, and accessibility across Ratings, CIQ Pro, and Platts.

Lionbridge VP, User Experience 2018 — 2019
Led UX, IA, and research for global platforms supporting translation and AI training data workflows.

Ipreo Global Head of UX 2014 — 2018
Led a global UX team across 40+ enterprise products. Helped launch Investor Access, transforming bond issuance. Contributed to the company's \$1.855B acquisition by IHS Markit.

UBM Director of UX & Product 2012 — 2014
Built a multi-discipline team to shift UBM from print B2B to digital. Led design and build of a global CMS and live event platform.

Activision Blizzard Senior Manager, UX 2010 — 2012
Led UX for Call of Duty digital campaigns, including "There's a Soldier in All of Us," supporting record-breaking global launches.

Electronic Arts UX Designer 2007 — 2010
Led UX for EA's digital shift during the mobile era, launching Spore Origins and major platforms across content, commerce, and user systems.

DISCIPLINES

UX Research · Product Design · Design Systems · Front-End Engineering · Product Strategy · Team Leadership