

UI/UX Designer | 3 Years of Design Experience

Creative and detail-oriented designer focused on delivering exceptional digital experiences that make positive changes. Highly passionate about user-centered design, graphic design, design research, and branding. Skilled in creating high-level user interfaces and developing and ideating concepts. Comfortable in a fast-paced and collaborative environment. Proficient in the Adobe Creative Suite, Figma, and user testing tools.

Education

University of Cincinnati

Cincinnati, OH
College of Design, Architecture, Art,
and Planning (DAAP)
Communication Design
Class of 2023 | 3.795/4.0 GPA

Lakota West High School

West Chester, OH
Class of 2018 | 4.1/5.0 GPA
Class Rank 59/561 | Honors Diploma

Skills

Programs

Adobe Acrobat, After Effects,
Animate, Dreamweaver, Illustrator,
InDesign, Lightroom, Photoshop,
Premiere Pro, XD

Asana, Autodesk Fusion 360, Figma,
HTML/CSS, InVision, Jira, Maze,
Miro, Sketch, Wagtail (CMS)

Clip Studio Paint, Excel, Paint Tool
SAI, PowerPoint, Procreate, Word

UX Methodologies

A/B Testing, AEIOU Diagrams,
Affinity Mapping, Card Sorting, Crazy
Eights Sketching, Field Research,
Heuristic Analysis, Information
Architecture, Interviewing Users,
Journey Mapping, Persona
Creation, Prototyping, Shadowing,
Storyboarding, User Testing

General Design Skills

Branding, Design Research, Graphic
Design, Illustration, Motion Design,
Product Design, User Experience
Design, User Interface Design

Work Experience

Tempur Sealy International | UI/UX Designer

Lexington, KY | Contract / Full-Time | June 2023–February 2024 / February 2024–Present

- Conducted usability tests to refine designs and identify e-commerce consumer pain points in collaboration with site managers and marketing.
- Utilized a content management system and worked closely with developers to translate wireframes to live pages for the brand websites.
- Created marketing assets including promotional product banners, landing page hero images, social media posts, and advertisements.

Chamberlain Group | UI/UX Design Co-Op

Oak Brook, IL | Full-Time | January 2022–April 2022 / August 2022–December 2022

- Collaborated with Industrial Design and Computer Science interns to create an innovative commercial parking management system and a smart residential garage experience.
- Translated research insights into multiple design concepts for ideation.
- Created UI designs using iOS and Android kits and prototyped wireframes for a parking app and a touchscreen home hub based in the garage.

The Live Well Collaborative | UI/UX and Design Research Co-Op

Cincinnati, OH | Full-Time | August 2020–December 2020 / May 2021–August 2021

- Collaborated with a large multidisciplinary team and met with clients weekly to check in on progress and receive feedback.
- Employed design research methods and led stakeholder interviews and co-creation sessions to better understand user needs and identify innovative design opportunities.
- Translated research insights into diagrams to help facilitate design ideation, user testing, and refinement.
- Built sitemaps, UI designs, and high-fidelity wireframes for a medical website, animated a medical video, and illustrated personas and storyboards.

Crown Equipment Corporation | Interaction Design Co-Op

New Bremen, OH | Full-Time | January 2020–March 2020

- Worked in an agile environment with sprint planning and regular reviews with developers and project managers.
- Created UI designs for forklift vehicles in collaboration with service and engineering teams.
- Designed and conducted usability tests with technicians to gauge design layout functionality and refine wireframes.
- Wrote extensive design system documentation for internal developer teams.