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SUMMARY

User Experience Designer with 4+ years of experience solving problems across various disciplines. Proven track record of developing user-centered designs that solve complex problems and improve consumer experiences. 2+ years designing and maintaining SaaS technologies in an agile working environment, connecting daily with developers. Additionally, Front-end experience equivalent to 3+ years and Full Stack experience of 1+ years.

EDUCATION

Purdue University, West Lafayette, IN

GPA: 3.9 / 4

Graduation Date May 2022

Bachelor of Science in User Experience Design, Minor in Psychology & Certificate in Collaborative Leadership

WORK EXPERIENCE

Associate UX Designer & Application Developer at Purdue University, West Lafayette, IN May 2022- Present

- Established and maintained standardized Figma design systems with components
- Initiated creating an agile, collaborative environment for the team
- Incorporated continuous discovery strategies into the team's workflow

Student UX Designer at Krannert Computing Center, West Lafayette, IN

May 2021- May 2022

- Created user-centric wireframes and mockups utilizing UX best practices and self-led user research
- Collaborated effectively with an agile development team of product managers, engineers, and designers
- Redesigned, tested, and launched several campus-wide web applications

PROJECT EXPERIENCE

Student Project, Sponsored by Nick Gould, Cerner Corporation

Fall 2021

Promoted 2-way communication between healthcare clients and providers & located opportunities to address existing client pain points through primary research.

- Delivered hi fidelity Figma prototypes of our updated healthcare portal
- Planned and maintained a timeline in the form of Agile Sprints to deliver MVP

Independent Student Project, Purdue University

Spring 2022

Uncovered opportunities in existing research to leverage technology for on-the-go learning and designed a digital tool that fosters a connection between people and places.

- Analyzed existing research to brainstorm, compare and contrast, and evaluate creative possibilities
- Proposed solution and presented insights documenting project failures and successes

Case Study for Video Express, a Krannert Application

Spring 2022

Conducted primary research and analyzed insights to redesign a tablet and web app combination used to record high-quality, professional videos.

• Communicated unanticipated and controversial research outcomes to critical stakeholders and clients

RELEVANT SKILLS

Design Software: Adobe Creative Suite, Figma, Sketch, InVision, Balsamiq, Whimsical

User Experience: Prototyping, Mobile-first design, Responsive design, User research, User experience writing, Interviews, Usability, QA testing

Interpersonal: Collaboration, Communication, Growth mindset, Adaptability, Optimism

Bonus: Programming Languages & Technologies: HTML/CSS, Python, Javascript, Bootstrap