Sarah Deak

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SUMMARY

User Experience Designer with 5 years of experience solving problems across various disciplines. Proven track record of developing user-centered designs that solve complex problems and improve consumer experiences. 3 years designing and maintaining SaaS technologies in an agile working environment, connecting daily with developers. Additionally, front-end experience equivalent to 2 years and full stack experience of 1 year.

WORK EXPERIENCE

Associate UX Designer & Application Developer at Purdue University, West Lafayette, IN   May 2022- Present
- Overhauled, tested, and launched 4 SaaS applications from start to finish utilizing UX research strategies
- Spearheaded implementing an agile workflow and significantly improved cross-discipline collaboration
- Established and maintained a standardized Figma design system with 35+ components, fostering a cohesive and recognizable brand identity and streamlining the design process
- Proposed and established a new UX career stream within the organization
- Attended trainings in ITIL 4 Fundamentals, Project Management Essentials, Agile Basics

Student UX Designer at Krannert Computing Center, West Lafayette, IN   May 2021- May 2022
- Enhanced user interfaces iteratively for optimal usability across 10+ campus-wide applications
- Fostered holistic user experiences by considering both digital and physical elements of user journeys
- Modernized UX workflow by incorporating continuous discovery strategies in order to connect weekly with stakeholders & users

PROJECT EXPERIENCE

Case Study for Video Express, a School of Business Application   Spring 2022

Led the redesign of a complex software application, utilizing information architecture and interaction design principles to simplify user flows, resulting in a 45% increase in task completion rates.
- Visualized and presented unanticipated and controversial research outcomes to critical stakeholders

Independent Student Project, Purdue University   Spring 2022

Highlighted untapped opportunities in existing technology for on-the-go learning and designed a digital tool to encourage users to engage in informal, self-led exploration of location-based history, fostering enjoyment and fulfillment without extrinsic motivation
- Synthesized existing research, fostering ideation and evaluation to locate innovative solutions
- Delivered insights through concise and impactful presentation

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.
- Showcased significant improvements in overall user satisfaction through high-fidelity Figma prototypes
- Applied Agile Sprints methodology to plan a project timeline, ensuring timely delivery of MVP

EDUCATION

Purdue Global, IN   Expected Graduation April 2026
Master of Business Administration - Project Management

Purdue University, West Lafayette, IN   Graduation Date May 2022
Bachelor of Science in User Experience Design, Minor in Psychology & Certificate in Collaborative Leadership

RELEVANT SKILLS

Adobe Creative Suite	Prototyping	UX writing	Visual design
Figma	Wireframing	Interviewing	HTML/CSS
Sketch	Mobile-first design	Usability	Python
Balsamiq	Responsive design	QA testing	Javascript
Whimsical	User research	Interaction design	Bootstrap