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With a sociology background, I approach UX design through a lens that blends societal insights with user-centric principles.

# **Experience**

# Be Uninterrupted - UX Designer, Contract

Jan 2024 - Feb 2024

Collaborated with three UX designers and stakeholders to create 3 new features for a website aimed at supporting women throughout their professional careers. Created three user flows and produced 3 low-fidelity prototypes, culminating in a final high-fidelity prototype.

# **Tea Time - Marketing Designer, Freelance**

Jun 2022 - Jun 2023

Collaborated with a small coffee shop owner to develop consistent style guides in visual designs. Designed logos and flyers for both print and digital platforms, leading to notable enhancements in foot traffic and customer engagement.

# **Previous Experience**

# **Criminal Justice Agency - Pre-Trial Associate**

Oct 2019 - Oct 2021

# **Projects**

## **Hello Neighbor - UX Designer**

Oct 2023 - Nov 2023

Conducted 6 user interviews and 2 rounds of usability testing for a social event app. Translated insights from the interviews into high-fidelity prototypes.

#### **City Pups - UX Designer**

Oct 2023 - Oct 2023

Executed a design sprint aimed at boosting confidence for people interested in adopting a dog online. Translated insights from 5 user interviews into a high-fidelity prototype and testing the design with 5 participants.

#### TasteBuds - UX Designer

Jan 2023 - August 2023

Designed an iOS app aimed at making cooking easier, promoted the concept of utilizing ingredients already present in the home to reduce food waste. Interviewed 5 individuals, conducted 3 rounds of user testing, and translated insights into a high-fidelity prototype.

# Education

#### **Springboard**

# **UI/UX Design Career Certificate**

An industry mentor-led course, with 750+ hours of work in user experience and user interface design. Completed 4 UI/UX design projects.

# **University of Albany**

Bachelor of Arts in Sociology
Bachelor of Arts in Communications

GPA of 3.5 (Cum Laude)

# **Skills**

#### **Design Tools**

Adobe XD, Canva, Figma, Miro

## UI/UX

User-Centered Design,
Prototyping, Wireframing,
Design Thinking, Web
Design, Mobile Design,
Information Architecture,
Design Sprints, Visual Design,
Storyboarding, User Flows,
Product Thinking, Storytelling

#### **UX Research**

Usability Testing, User Interviews, Competitive Analysis, Personas, User Stories, Surveys