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Skills

Adobe Programs

Illustrator

XD

Photoshop

InDesign

Audition

After Effects

Coding

Xcode (C++)

Unity (C#)

Adobe Dreamweaver (HTML, CSS)

Other Programs

Figma

Sketch

Google Products

Discord

Slack

Education

Bradley University (Peoria, IL)

Major: User Experience Design

Minor: Studio Art

August 2019 - Present

GPA: 4.0

Experience

Individually and collaboratively developed:

User Personas

Journey maps

Empathy maps

User flows

Moodboards

Competitive analyses

Wireframes

Low and high fidelity prototypes

Scripts for user tests

User tests

Projects

OSF Homelessness Kiosk (January 2021 - May 2021)

- Collaboratively designing interface for iPad application to be used in homeless shelters in the Peoria area
- Allows users access to health services
- Direct client contact via presentations and interviews
- Using Figma

SIMCIA Testing and Redesign (August 2020 - December 2020)

- Individually conducted user tests of cybersecurity website prototype
- Created personas, journey map, and empathy map
- Conducted user tests and recorded relevant feedback
- Constructed visual redesign of website based on user feedback
- Direct client contact via presentations and interviews
- Used Adobe Illustrator, XD, InDesign

Beautify (August 2020 - December 2020)

- Application created for UI Design and Development course
- Created empathy map, journey map, user flows, moodboard, competitive analysis, interface sketches, black and white wireframes, and prototypes
- Conducted surveys and user tests to be used for design changes
- Tool allowed users to organize and save money on beauty products
- Used Adobe Illustrator, XD, InDesign

Relevant Classes

UX/UI Classes

Topics in User Experience

User Research

UI Design and Development

Introduction to Web Design

Introduction to Interactive Media

Other Classes

3-Dimensional Design

Introductory Drawing

Programming Concepts and Language

Principles of Psychology