

EDUCATION

University of Central Florida

Bachelor's Degree in Interdisciplinary Studies; Minor in Digital Media

PROFESSIONAL SKILLS

- UI Design
- UX Design
- Mobile Design
- Interaction Design
- Information Architecture
- Sketch
- Figma
- Prototyping
- User Research
- Team Collaboration
- Component Building
- Web Design
- Responsive Design
- MVP product design
- HTML/CSS
- Webflow

WORK EXPERIENCE

WebstaurantStore

Product Designer, Design Systems

Oct 2022 to Present

- Design and build Figma components used by product designers to design products for the Webstaurant e-commerce website.
- Work with developers on the team to maintain and create new components for the design library.
- Interview and collaborate with Product designers to help build the components they need.
- Design and define interaction patterns through components, documentation, and prototypes.
- Ensure the Design System meets standards and guidelines for accessibility.

Mango Languages

Product Designer, UI Design

Jan 2021 to Sept 2022

- Create UI designs and communicate thought processes and solutions to the development team and stakeholders.
- Work closely with UX designer to collaborate on new features and updates.
- Update design system using Figma after product rebrand to provide better consistency throughout company products.
- Create apps for iOS, Android, and the Web.
- Work with UX Manager to interpret and make updates based on feedback from user tests.
- Create flows, prototypes, and high-fidelity designs for new or proposed features.
- Work with engineers to ensure high-quality implementation.

GeniusPlaza

UI Designer

May 2018 to December 2020

- Lead creative direction of UI and interaction design for MVPs and early-stage products using design tools such as Figma.
- Created designs for a LIS dashboard for teachers to manage students and learning material.
- Designed a FERPA Compliant Electronic Health Record (EHR) dashboard for doctor / patient management.
- Worked alongside developers and product owner for collaboration, product decisions, and implementation.
- Conducted user surveys and A/B testing to gain insight into product development and gather design feedback.
- Create a design system within Figma to provide better consistency throughout internal products.
- Communicated design decisions through research, mockups, and prototypes to the development team and stakeholders.
- Create apps for iOS, Android, and the Web.

NowCar

Junior UI Designer

Aug 2016 to May 2018

- Lead product redesign for web application.
- Conduct heuristic evaluations to determine any UI or usability issues.
- Design wireframes, prototypes, and user interface designs based on brand guidelines.
- Present user centered design solutions to stakeholders.
- Work alongside developers to communicate design decisions.
- Assist on Frontend updates with HTML/CSS.

Jenelle Miller Creation Studio

Consultant | Web Designer & WordPress

May 2018 to December 2020

- Web Design and WordPress services for US based businesses.

FETCHbranding

Web & Graphic Designer

Jan 2014 to July 2015

- Provided marketing services for in-house and client-based business needs.
- Created WordPress websites and marketing material such as brochures, business cards, flyers, ads, etc.