Deborah Harris

UI/UX + Visual Designer

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Experience

UX Designer + Design Team Lead

CareerRipple, Jun 2023 - Oct 2023

- Collaborated with a cross-team of 12 including researchers, writers, and product owner to website to help junior designers find projects to volunteer on.
- Mapped out key user flows and created 30+ wireframes based on needs and insights from research and content team.
- Led team of 4 designers to build and implement a design system to increase team efficiency and improve page consistency.

UX Designer

Tech Fleet, Jun 2023 - Sep 2023

- Built a beginner-friendly block explorer for Kadena blockchain.
- Performed cross-functionally with teams in an agile setting to ensure design team is aligned with the product goals, and to incorporate feedback.
- Presented concepts, design work, and insights to stakeholders in weekly sprint meetings.
- Organized handoff files to developers for beta testing and ensured consistency across web pages and content.

Teaching Assistant

Otis College of Art and Design, Jan 2022 - May 2022

- Instructed students, and lead class discussions and group activities under the guidance of the teacher.
- Assisted students with digital learning tools like Miro, Zoom, and Google Slides.
- Worked with teachers to develop curriculum, and provided feedback on the efficiency of lessons.

Product Designer

Jacaranda Foundation, Jan 2021 - May 2021

- Collaborated with a team to develop a product focusing on teaching financial literacy to children.
- Conducted research and interviews to understand user needs, and synthesized insights into product features.
- Developed board game concepts and established design system and branding guidelines.

Education

Otis College of Art and Design, 2020-2022

Los Angeles, CA

Bachelor of Fine Arts, Game and Entertainment Design with Honors

UX Design Professional Certificate, May 2023

Coursera

Reponsive Web Design, August 2022

freeCodeCamp

Awards

The Group Scholarship

Otis College of Art and Design, 2022

Presidential Scholarship

Otis College of Art and Design, 2020-2022

Dean's List

Otis College of Art and Design, 2020-2022

Additional Activities

Panelist, "Must Give Us Pause: Diversity + Sustainability" Conference

Association of Independent Colleges of Art and Design

Programs

Figma, Adobe XD, Webflow, Photoshop, Illustrator, After Effects, Premiere Pro, Blender

Skills

Sketching, Prototyping, Wireframes Visual Design, UI, HTML & CSS User Research, Information Architecture, Usability Testing, Design System, Graphic Design