COURTNEY SIZEMORE

Senior Experience Designer

Phone
6144402616

Email
csizemorecreative@gmail.com

Web
https://www.linkedin.com/in/
csizemorecreative/

Location
Columbus, OH

SKILLS

- Fast learner
- Story teller
- Empathetic
- Collaborative
- Critical thinker
- Organized

SOFT SKILLS

- HTML/CSS
- WCAG Compliance
- Agile Methodology
- Responsive design

SOFTWARE PROFICIENCY

- Figma
- Axure RP
- Miro
- Mural
- Adobe Creative Suite
- Microsoft Office
- JIRA
- Confluence

SUMMARY

I'm Courtney Sizemore, a passionate designer who thrives on turning chaos into clarity. I specialize in creating intuitive, accessible designs that delight users. I love collaborating with teams to chart a path to success and deliver results that truly make an impact. Recently, I've been diving into web accessibility and enjoy both learning and sharing what I know. Outside of design, I enjoy photography and interior design rendering.

WORK EXPERIENCE

Senior Experience Designer

OCLC - January, 2025 - Present

As a Senior Experience Designer, led cross-functional teams in crafting intuitive digital experiences. Focused on user-centered design, conducted research, developed prototypes, and optimized user interfaces. Collaborated with stakeholders to ensure alignment with business goals, enhancing product usability/accessibility and customer satisfaction through innovative design solutions. I was responsible for performing accessibility audits and heuristic evaluations on a number of different products.

Experience Designer

OCLC - August 2023 - January 2025

As an Experience Designer, responsibilities included crafting user-centric designs, optimizing interfaces for seamless interactions, and integrating user feedback to enhance digital experiences. Emphasized collaboration with cross-functional teams to deliver intuitive and engaging solutions, ensuring satisfaction and alignment with client goals. Focus was on innovation and improving usability across digital products.

Product Experience Designer

Cardinal Health - June 2020 - August 2023

I documented the problem, assumptions, and research plan, then conducted research through interviews, card sorts, surveys, and other methods. Using digital collaboration tools, I analyzed user feedback and shared insights with stakeholders. I collaborated with engineering to refine feature build steps and created and iterated on prototypes based on user feedback, ensuring comprehensive workflows and error handling. I also leveraged ongoing analytics to validate or challenge success assumptions.

Senior UX Designer (Contract)

OCLC - November 2019 - June 2020

I collaborated with product management to define requirements for new and existing products. I created and updated UX wireframes based on use cases and business needs. Working closely with product managers, engineers, and information developers, I designed UI flows, specifications, and conducted usability studies. I also documented UI specifications and collaborated with development teams to ensure the accurate implementation of visual and interaction designs.

Digital Interactive Designer

McGraw-Hill Education - June 2017 - November 2019

I collaborated with cross-functional teams to build functional prototypes based on approved design strategies, offered recommendations for areas where current technology did not fully support the design. Identified scalable needs and developed a library of reusable tools for internal and external teams. Assessed user needs and provided realistic, scalable design recommendations. Stress tested new features to identify impacts on authoring and user requirements. Recommended and adjusted interactive layouts and media according to style guides and project specifications.

Digital Production Designer

McGraw-Hill Education - October 2016 - June 2017

I created interactive widgets to enhance learning experiences across grade levels and disciplines. Evaluated and presented widget options, assessing their benefits. Developed image assets from scratch, ensuring proper layering and integration of vendor and in-house art.

PROJECTS

IAAP Exam Prep
https://csizemore.notion.site/IAAP-Body-of-Knowledge-2-3-18f461698b06803188e0fe01593c914e

In preparation for the IAAP Exam, I created a Notion website based on the content provided in the IAAP WAS Body of Knowledge. This Notion website is where I captured study tasks, notes for studying, uploaded AI generated podcasts, and filled out a study guide for the IAAP WAS Exam.

Mac VoiceOver Figma Components
https://www.figma.com/community/file/1457212321628069878

I created reusable MacVO Components to leverage in prototypes to display what screen reader functionality may look like depending on how certain components are built. I've share these components with the Figma community in the hopes of increasing screen reader representation in Figma.

Accessibility Article
https://cdn.prod.website-files.com/67743ab06cad467d16009b81/67748e88adbfc249427bfa15_You_re%20not%20welcome%20here%20-%20022023.pdf

All of the designers at Cardinal Health were responsible for writing an article pertaining to human center design and then circulating the article within the company for further engagement. I chose to write about accessibility.

CERTIFICATIONS

Fast Track to Accessibility for Designers | Deque
April 2024

Figma Academy 2.0 | Dive
February 2023

Essentials of Service Design | Moxie
May 2021

Leadership Development - Level 3 | Toastmasters International
January 2020

EDUCATION

Associate Graphic Design
Art Institute of Ohio, Cincinnati