

UX/UI Designer

Creative and detail-oriented UX/UI Designer with 4 years of experience in digital design; experience in leading large-scale design projects for municipal and corporate websites. Participated in design processes from research and wireframing to high-fidelity prototyping and developer handoff. Frequently spends time communicating with stakeholders to deliver accessible, user-centered solutions that align with their goals.

EXPERIENCE

UI Designer, Revize - Remote (February 2023 - Present)

- Led a company-wide rebrand through stakeholder discovery, brand guidelines development, and flagship website redesign.
- Redesigned 8 government web applications with goals specifically focused on improving accessibility, UI, and
 user-flows by simplifying interactions.
- Designed UI mockups for 100+ municipal websites across the U.S., ensuring each design met community branding, accessibility standards, and user needs.
- Built strong client relationships through clear communication and collaboration, achieving design approval after an
 overall average of 0.9 revisions.
- Created internal assets for sales, marketing, and client onboarding, including custom packaging, pitch decks, and proposal materials.
- Partnered with developers throughout project lifecycles to ensure accurate implementation of designs and full WCAG compliance.

UX/UI Design Intern, The Cube @ MSU - Remote (January 2022 - July 2022)

- Conducted UX design sprints for local business websites, identifying user flows and integrating digital tools like e-commerce and email marketing.
- Presented design solutions to stakeholders, highlighting UX decisions and their projected impact on business goals.

Web Developer & Designer, Shumaker Technology Group - Lansing, MI (December 2020 - January 2022)

- Designed and developed WordPress websites for municipalities and small businesses using HTML, CSS, JavaScript, and page builders.
- Represented the company at marketing events, promoting digital services and engaging with potential clients.

EDUCATION

Bachelor of Arts in Experience Architecture, Minor in Business

Michigan State University - May 2022

SKILLS

- Research Methods: Card Sorting, Surveys, Interviews, A/B Testing, Design Sprints
- Design Tools: Figma (Components, Variables, and Styles), Webflow, Wordpress, Canva, Generative AI tools
- UX Skills: Information Architecture, Prototyping, Interaction Design, Graphic Design, Usability, Accessibility
- Coding: HTML, CSS, Python