



# Collin Hadley

## UX/UI Designer

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## Design Skills

UX & UI Design  
User Research  
Style guides  
Responsive design  
User testing  
Wireframing  
Prototyping  
App/site maps  
Heuristic evaluations  
Content strategy  
Information Architecture  
HTML/CSS Prototyping

## Tools

### Proficient Learning

Sketch	Javascript
Adobe Suite	Framer X
Adobe XD	Illustrator
Abstract	Optimal-
Zeplin	Workshop
InVision	
Figma	
HTML/CSS	
Git	
Google Analytics	

## Education

**Flatiron School 2020**  
UX/UI Design and Visual  
Communications, General

**Missouri State University 2018**  
Bachelor of Applied Science  
(B.A.Sc.)

**Writing and Communication**  
*Association of Information Technology  
Professionals (AITP);  
Springfield Creatives;  
Society for Technical Communication;  
Association of International Students;*

## Experience

### ● UX Designer - Monetization

Niwa Corporation  
Apr 2020 – Present • 2 mos  
Chicago, IL

A worry-free smart gardening system that doesn't require any soil and tends to all of your plants' needs automatically--via mobile app for android/iOS.

Currently building and testing new product feature.

### ● Technical Writer

Strata Decision Technology  
Jul 2018 – Oct 2019 • 1 yr 4 mos  
Chicago, IL

I worked embedded into an agile teams with our engineers, product managers, User Experience designers, and testers to help design intuitive, delightful enterprise product experiences that help users accomplish their goals, and communicate the functionality of our software in the most complete, accurate, and elegant way possible.

It was in this role that I honed the skill of unraveling complexity into clarity, and finally decided to pivot from here into design.

### ● Technical Writer Intern

Jack Henry & Associates  
Jan 2018 – Apr 2018 • 1 yr 4 mos  
Springfield, MO

Responsible for writing and editing documentation and online help for products such as: quarterly release/enhancement documentation, product support manuals, installation manuals, help documents and tutorials in support of customer or internal organizations. Projects involve working in an Agile development environment and collaborating with team members of different disciplines.

Up until this point, I had worked mostly in technical/problem solving roles and wanted to take a stab at something a little more user-oriented by writing help documentation. I took this internship to get a feel for writing at a software company to support end users; this would become one of my foundations for an eventual move into design.

### ● System Administrator

Jun 2017 – Dec 2017 • 7 mos  
Springfield, MO

Identified a need to more effectively communicate to clients about company products and services: Developed and launched a newsletter campaign and distributed via MailChimp.  
Used A/B split testing to determine the best way to headline and distribute technical information to a non-technical audience.

Another technical role I held while in college. This would send me all around my city working with various clients, both large and small businesses. This one more than anything taught me a lot about both how small technology companies work and how to communicate with clients and customers.