**A M B E R**  **M I L L E R**

U S E R E X P E R I E N C E D E S I G N E R

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# P R O F I L E S U M M A R Y

Accomplished digital design professional with a wide range of skills across the design life cycle. Experience working across Fintech, LawTech, No-Code, Education and Mixed Reality on targeted research, prototyping and product design. Current role has allowed rapid upskilling in front end development, whilst applying design thinking skills to lead design and development of a range of BTC and BTB products.

# E D U C A T I O N

**Digital Media and Interaction Design Bsc (1st Class Hons)** 2017 - 2021

Edinburgh Napier University

Honours Project and Dissertation in Augmented Reality and its application in Video Calls to improve social connectiveness

Coursework in Digital Content Creation, Front End Development, Human Computer Interaction

Psychology, UX Methodologies, UI Design, User Experience Research, and Product Design

# W O R K E X P E R I E N C E

**UX/UI Designer and Developer (ArcTaurus**) Feb 2022 - Feb 2022

*No-Code automation company working with Crypto, FinTech, LawTech and Data Analysis*

* Worked across 4 different business avenues identifying product and business pain points using qualitative UX Research methods
* Translated research findings into user flows, personas, empathy maps, wireframes and prototypes for easy developer handover
* Rapid upskilling, learning HTML, CSS, Javascript and Python to assist with implementations
* Advocating and raised awareness for accessible design and WCAG guidelines to the entire team, 1 designer and 3 developers
* Leadership opportunity overseeing junior UX designer and providing mentoring services
* Implemented custom onboarding procedure optimised for both technical and non-technical service users, reducing time til value from 30 minutes to 1-2minutes
* 93% reduction in users no-code solution building time
* Assisting marketing team with graphic, video, animation and social media content creation

**Content Creator and TA (Edinburgh Napier & Whale Arts)** Feb 2022 - Feb 2022

*Community outreach program aimed to teach programming skills in disadvantaged areas*

* Designed and created a fun curriculum and content for teaching children to develop their own retro arcade inspired games
* Ensured content design and language were accessible to a broad audience
* Assisted PHD Level researchers with data collection
* Ran multiple introduction to code workshops for up to 20 participants ages 8 – 14

**User Experience Researcher (Blended Interactions)** 2019 - 2021

*Seasonal research projects focussing on solving modern problems using emerging technologies*

* Employed quantitative and qualitative UX research methods for maximum data collection and analysis
* Condenses 1000’s of survey responses into usable insights and identified key pain points
* Rapidly developed 5+ potential data driven solutions per pain point for stakeholder pitching
* Enhanced pitches with videos, animations, motion graphics, posters, product mock ups and interactive prototypes
* Set internal best practices for effective collaboration for an international, multi-disciplinary 20 person team.