

Andrea Risjord

UX/UI Designer and Researcher

Minneapolis, MN

I am a User Experience Researcher and Designer who enjoys understanding human stores through thorough and empathetic research. It's important to me to learn about people's stories to cultivate connection and empathy in our world. Discovering ways to problem solve and find resolution scratches my itch for efficiency and order.

I specialize in problem-finding and solving using intuitive and clean design. My design aesthetic is influenced by my studies in art history and anthropology, as well as my life experiences.

Experience

Custom Picture Frame Designer, Nash Frame Design
8/2021 - present

- Creating custom designs for a diverse range of artwork by working in collaboration with the client and production studio to create unique, beautiful, and functional designs.
- On-the-spot problem solving, managing client and vendor relations, frequent and detailed communication between various departments throughout a project.
- Managing several projects at once while also dealing with real-time customers and sales.

Department Lead Production Artist, Mercury Mosaics
5/2017 - 5/2021

- Managing orders as they move through production in coordination with the schedule and production manager.
- Coordinating with other departments to quickly produce a high-quality product in a high-pressure environment.
- Training new employees and writing instruction manuals.

Design Skills

User Surveys
User Interviews
Scenario Design
User Persona Creation
Usability Testing
Copywriting
User Flow
Prototyping
UI Design
Creativity
Code Conversational

Soft Skills

Problem-Solving
Adaptability
Collaboration Empathy
Project Management
Leadership

Tools

Figma
Figjam
Miro
Github
HTML/CSS

Education

University of Minnesota
2023
UX/UI Design Bootcamp Program

Emory University
2010 -2014
BA in Art History and Visual Arts
Minor in Anthropology

Lets Connect

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