

Carl J. Booker

UX Designer & Researcher

20 years of experience in costume technology has guided me to user experience design to further my passion and widen my impact. My strength lies in hands-on workshop facilitation and guiding a team through creative thinking activities to create evocative stories. I have a backpack of tricks and tools I utilize to support creative and story driven design.

Experience

- July 2020
Present

UX/UI Bootcamp, the University of Texas at Austin.
 - Collaborated on 4 group case study projects: travel app, social app, start-up responsive website, government website redesign
 - Conducted user interviews and surveys for baseline analysis
 - Used varied techniques, such as empathy mapping affinity diagrams, to derive key user insights
 - Facilitated workshops in affinity diagramming, brainstorming techniques, feature prioritization matrix, and value proposition canvas to focus group's ideation processes
 - Develop user journeys and flows for group projects based on personas and identified problems
 - Created sketches and digital wireframes based on information architecture that came out of group card sorts
 - Created clickable prototypes at low, mid, and high fidelity with user testing and 5 second tests done between phrases to iterate design based on user feedback
 - Communicated and collaborated with start-up stakeholders to design a responsive brochure style website for their commerce app
 - Designed and developed personal portfolio in Bootstrap using HTML and CSS
- August 2014
Present

Head Cutter/Draper, Texas State University
 - Led teams to collaborate and meet deadlines on 10 annual productions
 - Taught classes and facilitated workshops on a variety of subjects to groups of varying size and skill levels
 - Implemented project management strategies for 5 week production cycles
 - Developed solutions for frequent unique situations based on industry standards, performer needs, and research
 - Created patterns, mock-ups, and final products with bi-weekly test fittings through each project life cycle
- May 2008
2014

Free-lance Costume Technologist and Designer
 - Analyze characters' needs, wants, obstacles, and journey based on textual research and empathizing with their actions, words, and thoughts
 - Worked with a variety of people around the country on different projects every few months, while delivering quality products on tight schedules
 - Create engaging character designs based on their character journey that add depth and meaning to their actions

Location

Austin, TX

Contact

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Skills

Human Centered Design Methodologies
User Research
Persona Creation
Usability Testing
Information Architecture
Wireframing
Prototyping
Responsive UI Design
Accessible UI Design
Workshop Facilitation
Data Analytics

Tools

Figma
Adobe Illustrator, XD
Figma, Miro, Google Docs
Slack

Programming

HTML5, CSS3, Bootstrap

Education

Certification, UX/UI
Bootcamp 2020
The University of Texas at Austin
MFA, Costume
Technology 2011
The University of Texas at
Austin
BFA, Theatrical Design
2008
Baylor University