

# Elizabeth Zuck

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*Portfolio Website* • e-zuck.github.io/Portfolio/

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Creative problem-solver, thorough note-taker and cooperative team player looking to put my skills to use and break into the UX/UI industry. Known for my unique perspective and cheerful attitude.

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## Education

### ***UX/UI Bootcamp*** (Dec 2024 - Jun 2025)

- Graduated with a UX/UI certificate.
- Program in partnership between the University of Utah and EdX.

### ***University of Utah*** (Aug 2019 - Dec 2024)

- Recipient of Flagship Scholarship (2019-2021).
  - Attended the computer science degree program as a full-time and a part-time student.
  - ACT cumulative: 32; ACT writing: 35; Graduated high school with a cumulative 4.0 GPA.
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## Experience

### ***Big 5 Sporting Goods: Relief Manager*** (Feb 2024 - Current)

- Listen to 20+ customers per day with empathy, and suggest products based on their needs.
  - Analyze customer archetype information to identify which shoppers will benefit from more employee interaction and which shoppers will benefit from less interaction.
  - Monitor the store to identify 3+ actionable items and delegate tasks amongst available employees.
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## Skills

### ***UX Design***

- Persona Creation; User Scenarios & Storyboarding; User Interviews; Qualitative Data Analysis & Synthesis; User Flow Diagrams; Competitor Analysis; Heuristic Evaluation; Information Architecture

### ***UI Design***

- UI Grids & Composition; Color Theory; Typography; Iconography; Atomic Design; Design Theory: Principles of Design, Gestalt Laws

### ***Tools & Soft Skills***

- Figma, Photoshop, Github; Creative Ideation, Constructive Criticism, Teamwork, Adaptability
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