Max Product Designer

Schnitzer

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Experience Thinkful Product Design Training

Mar 2020 - Nov 2020

Learned industry and design process standards with a focus on UX research, visual design and front-end development.

Created and deployed projects while learning new tools and frameworks by collaborating bi-weekly with a senior designer.

Projects Shlf Social Reading App

Oct 2020 • UX/UI Design, Branding

Designed a social reading app prototype that allows users to connect with peers while keeping track of their reading lists.

Relied on user research to design a modern brand identity and functional prototype with a fluid user experience.

canopy Cloud Storage App

Jun 2020 • UX/UI Design, Branding

Served as lead designer on a modern cloud storage app that offers intuitive organization and a sleek interface.

Utilized user research and testing to create an intuitive prototype and bold brand identity.

| Skills | UX | Visual | Tools | Front-end |
|--------|---------------|--------------|---------------|-----------|
| | User Research | Branding | Figma | HTML5 |
| | Wireframing | Sketching | Adobe Suite | CSS3 |
| | Prototyping | Illustration | Maze | Git |
| | User Testing | Typography | Usability Hub | GitHub |

Education Tulane University Class of 2018

BS in Psychology · Minor in Architecture