Ren Blanding

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# Skills

Wireframing, UX Research, Prototyping, User Interactions, Animations, User Interviews, User Flow Mapping, Agile/Scrum methodologies, Visual Design, Web Design, Website Redesign, Accessibility, Front-End Development, Human Centered Design (HCD)

# Software

Figma, Axure RP, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Creative Suite, JIRA, Miro, HTML/CSS, JavaScript, Netlify, Git

# Experience

## October 2022 - May 2023

### Adage Technologies | Chicago, IL - *UX/UI Designer*

* Designed interaction concepts, flows, prototypes and wireframes for web and mobile devices for agency clients in the non-profit sector
* Presented design, research, and strategic initiatives to clients and stakeholders across various industries
* Maintained and created design systems for clients using Figma
* Collaborated with developer input and product teams using Agile Methodologies

## December 2020 - April 2023

### Vala Supply | Remote *- Product Designer*

* Designed 21 keyboard kits using the Adobe Creative Suite
* Collaborated with a network of stakeholders and vendors from 9 countries worldwide
* Led social media campaign to sell $70,000 worth of keyboard parts in a month

## June 2021 - March 2022

### Murphy’s Magic Supplies *- UX/UI Designer*

* Completed UX Assessment of company using Heuristics, Analytics, and Accessibility guidelines to create outline for next steps
* Presented strategic outline for executive company stakeholders
* Mapped UX Architecture of the site for stakeholder and developer evaluation

# Education

## CLASS OF 2021

### California Polytechnic State University | San Luis Obispo, CA

### *Graphic Communication B.S.*