

Daniel Ross

Senior UI/UX Designer | Product Designer | Frontend Specialist | UX Design

Summary

UX/UI Designer with experience in archaeology, data analysis, web development, and software design. Built tools to visualize and analyze data, applying design solutions to improve collection and accessibility. Transitioned into UX/UI after creating interfaces for utilities I built. Skilled in designing and testing prototypes, improving usability, and delivering user-centered solutions across industries.

Core Skills

Design Tools: Figma, Adobe XD, Photoshop, Illustrator

Frontend Technologies: HTML5, CSS3, JavaScript, Bootstrap

UX Design: Wireframing, Prototyping, User Research, Personas, Journey Mapping, Usability Testing, Accessibility (WCAG)

Collaboration: Agile/Scrum, Cross-functional Team Leadership, Stakeholder Management

Other Tools: Python, Data Analysis, Git, Jira, Confluence

Professional Experience

Staff Archaeologist

Weller & Associates | 2021 – Present

- Led field excavations and data collection efforts with a strong emphasis on digital tools and UX design for data visualization.
- Managed site analysis and artifact processing, ensuring accurate documentation and usability for compliance systems.
- Applied UX methods to improve workflows for reporting, artifact processing, and stakeholder access.

Webmaster / UX Designer

International Speakers Bureau | 2010 – 2020

- Managed website development and maintenance, improving usability for an international audience.
- Conducted research to align site updates with user needs and market trends.
- Collaborated with teams to redesign platform features with better UX/UI, boosting speaker visibility.

Poster & Ad Designer (Registry Music)

Freelance | Various Locations across the U.S.

- Designed posters and advertisements for Registry Music shows held nationwide.
- Created engaging layouts that balanced branding with usability for diverse audiences.
- Applied UX/UI principles in visual communication to maximize engagement and clarity.

Projects

Galeriste – UX Design & Development

- Designed a mobile app enabling QR-based bidding at art shows.
- Improved usability of auctions, increasing bidder engagement and final sale prices.

DirtLENS – Soil Scanner

- Built a Python-driven tool to scan soil samples and convert results into standardized Munsell values.
- Ensured faster, cheaper, and more accurate analysis, improving accessibility of data.

Education

Bachelor of Anthropology | The Ohio State University | 2003 – 2007 | GPA: 3.6/4.0

Field Certification | Wright State University | 2006 – 2007

Certifications

UX/UI Certification – CareerFoundry

Python for Data Science, AI & Development

JavaScript Essential Training – LinkedIn

Notable Achievements

- Over 15 years of combined UI/UX design experience across web development, and software projects.
- Extensive hands-on work with Figma, design systems, and front-end development using .NET, HTML5, CSS3, and Bootstrap.
- Designed and delivered prototypes and interfaces that improved usability and accessibility across multiple domains.
- Applied UX/UI skills in both professional roles and independent projects, ensuring consistency between resume and portfolio.