Justyn Tisdale,
Junior UX/UI Designer

CONTACTS 01

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SKILLS 02

Design Tools: Figma, Adobe Creative Suite

Prototyping: Wireframing, Interactive Prototypes

User Research: User Interviews Surveys, Usability Testing

Development: Basic HTML/CSS, Responsive Design

Soft Skills: Collaboration, Communication, Problem-Solving, Attention To Detail

LANGUAGES 03

English

PROJECTS 04

CRC Non-Profit Website Redesign
- Conducted user research to identify pain points and opportunities for improvement.
- Created wireframes and prototypes using Figma
- Collaborated with stakeholders to ensure alignment with organizational goals.
- Conducted usability testing to refine user interactions an improve overall experience.
- Integrated a prominent donation button to boost monetary support
- Developed an events page to facilitate volunteer sign-ups.

EventQuest Mobile App
- Conducted user research to understand user needs and preferences.
- Designed intuitive and engaging user interfaces using Figma
- Implemented user feedback to improve app functionality

EDUCATION 05

May 2024 - Nov 2024
George Washington University
UX/UI Design Bootcamp

Aug 2010 - May 2014
Hampden-Sydney College
Visual Arts & Graphic Design

EXPERIENCE 06

May 2024 - Present
GWU UX/UI Bootcamp
- Conducted user research and gathered insights to inform design decisions.
- Created wireframes, prototypes, and user flows to communicate design concepts.
- Conducted usability testing and iterated designs based on user feedback.
- Assisted in the creation of visual elements for the user interface, such as icons, buttons, and font styles.
- Participated in design critiques and provided constructive feedback to team members.

Oct 2022 - Jan 2023
BOOC - Art Director
- Led the design team in creating visual concepts for AT&T's Dream in Black marketing campaigns.
- Oversaw the production of graphic materials, ensuring brand consistency.
- Collaborated with cross-functional teams to deliver high-quality visual content.