

# Madeline Farrell

User Experience & Product Designer

## Contact

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## Education

Arizona State University  
Fulton Schools of Engineering

**B.S. Graphic Information  
Technology** (Dec 2020)

**GPA:** 4.0

## Skills

### Design Software

Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
InVision  
Sketch  
Adobe XD

### UX Methods

User Research  
User Testing  
Wireframing  
Prototyping  
Persona  
Storyboarding  
Comparative Analysis

### Programming Languages

HTML  
CSS  
Javascript  
Python

## Experience

<b>Blizzard Entertainment</b>	<b>UX Design Intern</b>   Irvine, CA <i>Spring 2020</i> <ul style="list-style-type: none"><li>- Accepted an offer as an UX design intern on the Corporate Applications team</li></ul>
<b>Lorro</b>	<b>Product Design Intern</b>   Palo Alto, CA <i>Summer 2019</i> <ul style="list-style-type: none"><li>- Designed the POS referrals and web analytics application interfaces through ideation, wireframing, and prototyping</li><li>- Defined the product and design strategy through user research interviews, competitor analysis, and user testing</li><li>- Led and conducted the company's user research and testing that expanded our understanding of the users</li></ul>
<b>The Walt Disney Company</b>	<b>Disney College Intern</b>   Orlando, FL <i>Spring 2019</i> <ul style="list-style-type: none"><li>- Created excellent guest service and experiences for hundreds of people as a frontline cast member in a Fortune 100 company.</li><li>- Gained the opportunity to learn and acquire skills in problem solving, selling and planning processes, and improve my persuasive skills, and effective communication.</li></ul>
<b>Functional Lifestyles</b>	<b>Graphic Designer</b>   Palo Alto, CA <i>Winter 2018</i> <ul style="list-style-type: none"><li>- Leading and instructing the design team to enhance content strategy and design of their digital marketing campaigns to drive customer growth.</li></ul>
<b>SF Fashion International</b>	<b>Graphic Design Intern</b>   San Francisco, CA <i>Fall 2018</i> <ul style="list-style-type: none"><li>- Responsible for creating 8-poster system distributed via social media and email to market upcoming events and appearances in San Francisco.</li><li>- Collaborated directly with founder to ensure marketing strategy and design were aligned.</li></ul>
<b>Shoreline Support Services</b>	<b>Web &amp; Graphic Designer</b>   Minneapolis, MN <i>Summer 2018</i> <ul style="list-style-type: none"><li>- Led content strategy and design for the company's marketing website that impacted outreach by increasing client acquisition by 20+ people in a couple of months.</li><li>- Developed and designed brochure system distributed to over 15 county disability units in the state of Minnesota, allowing families and guardians of people with disabilities to acquire critical information on available support services.</li></ul>

## Projects

<b>Audible Redesign</b>	A redesign of the Audible mobile app to improve its usability. Created wireframes and interactive prototypes and performed user research and usability testing.
<b>Spotify Redesign</b>	A redesign of the Spotify iPad app to integrate a new swipe feature for genre and album discovery. Designed wireframes and interactive prototypes.
<b>Gather</b>	A self-initiated project which created a mobile app for organizing and tracking events and meetups. Performed customer discovery and user research and created personas, a user journey map, wireframes, and interactive prototypes.