

Megan Flanigan

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UX/UI Designer with a background in graphic design that is striving to improve and learn while creating user-friendly, beautiful products. Strong time management and excellent communication skills that have been polished in the last 5 years as a freelance designer. Very strong presentation skills and great with people.

Technical Skills

Adobe XD, Photoshop, Illustrator, InDesign, Powerpoint, Google Slides, IOS Systems & Materials, HTML, CSS, Javascript

Projects

PackIt (<https://www.behance.net/gallery/91436795/Mobile-App-Project>)

Conceptual application researched and designed on the prompt of a new travel app that will solve user needs in regards to packing and preparation for trips of any kind.

Technologies Used: Adobe XD, Adobe Photoshop

Government Redesign (<https://www.behance.net/gallery/95071601/Government-Redesign-Project>)

Redesign of an existing government website, focusing on the organization of the information architecture to allow users to accomplish their goals faster and easier.

Technologies Used: Miro, Adobe XD, Lucid Chart

Non-Profit Redesign (<https://www.behance.net/gallery/95071231/Redesigning-a-Non-Profit>)

A total rebranding of the Atlanta Community Food Bank, bringing a more modern look to the website, mobile and desktop, and researching new features designed to help people donate.

Technologies Used: Adobe XD, Illustrator, Miro, Lucid Chart, Procreate

Experience

Designer

5/2020 - Present

Pontoon Brewing; Atlanta, GA

Create original illustrations and fonts to highlight the attributes of specialty beers.

- Won a custom label contest that was decided on by social voting.
- Sold out of the product within a day and customers inquired about future work.

Designer & Branding Consultant

1/2018 - Present

Cool Hand Luc's; San Diego, CA

Develop company branding and materials for a start-up business. Worked closely with the owner to create a unique business strategy. Adapt to new situations and help with conflict resolution during difficult times.

Artist & Graphic Designer

9/2018 - 9/2019

Bazuka Studios; Burbank, CA

Produced fully functional props with speed, accuracy, and within budget. Managed several projects simultaneously and directed the use of props on the set. Presented fully researched and completed project plans in organized reports.

Education

Certificate in UX/UI Design - Georgia Institute of Technology (2020)

Bachelor of Arts in Communication Arts - Savannah College of Art & Design (2011)