

PALMER CHARLES

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UX design student passionate about crafting user-centered digital experiences. Skilled in wireframing, usability testing, and collaborative design processes.

EDUCATION

Utah Valley University

BA Web Design/Development (UX design) | Orem, Utah | Present

PROFESSIONAL EXPERIENCE

Collect AF - Internship

UX design Intern | Orem, Utah | March 2024 – Present

- Design and refine mobile app layouts with a focus on usability, clarity, and user needs.
- Collaborate with developers weekly to align feature priorities and gather UX feedback.
- Conduct discussions on essential UI elements for login flows, accessibility and navigation.
- Bridging data with design.

Nickel City

Employee | Orem, Utah | 2024 – Present

- Delivered customer service by resolving issues efficiently and improving user satisfaction.
- Operated and troubleshoot arcade machines, supporting seamless player experiences.
- Proactively boosting positive online reviews through personalized incentives.

Awardco (Summer Sprints)

Summer UX intern | Orem, Utah | May 2025 – July 2025

- Collaborated with product designers, managers and team leads to execute main goal.
- Compiled feedback and adjust accordingly.
- Understand broad concepts and understand the value of it.

The Church of Jesus Christ of Latter-day Saints

Representative | Pittsburgh, Pennsylvania | March 2021 – April 2023

- Led and mentored a team of 10–12, promoting goal achievement through effective communication.
- Designed digital ads and social media content to drive community outreach and engagement.

ADDITIONAL INFORMATION

Skills: Figma | Adobe Creative Suite (Photoshop, Illustrator, Premiere) | Slack | Wireframing | UX Collaboration | Customer Research | Content Creation | Familiar with eye-tracking | HTML | CSS | JavaScript | Feedback driven | Marketing | Presenting | Learner | Leader | Team worker | Listener |