LOGAN PETERS

CONTACT

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EDUCATION

Flatiron School • 2020
UX/UI Design

Metropolitan State • 2015
University Denver
Athletic Training/Sports Med

PROJECT SKILLS

UI Design
Product Design
Client Management
Low to High Fidelity Design
Prototyping
Mobile Design
User Interviews
Usability Testing
Content Strategy

SOFTWARE SKILLS

Sketch
Figma
Photoshop
Illustrator
Animate
InVision
Principle
Miro
Powerpoint
Xcel

Digiline
Junior Product Designer, Freelance
July 2020 - August 2020

Designed 26 screens for Digiline's component library and editor web platform
· Conducted competitive analysis, user interviews, and usability testing to guide the design direction
· Led 6 client meetings over the course of the 4 week project
· Took low-fidelity designs through to high-fidelity prototyping

Flatiron School
User Interface Design Student
March 2020 - August 2020

Led 4 full-time projects over the course of 6 months, taking designs from early user research to high-fidelity designs
· Conducted user research and applied it to visual designs
· Drove responsive designs across desktop, tablet, and mobile devices
· Built design systems for future design builds
· Learned 4 new design tools
· Collaborated with 9 designers on 2 separate projects

Spencer Ogden
Talent Acquisition Specialist
November 2018 - March 2020

Led internal recruiting efforts for 8 teams within renewable and water energy departments.
· Worked with 6 stakeholders and corporate teams to determine hiring needs for 5 offices in the US
· Collaborated with 3 internal recruiters to staff internal roles at offices across the US

Agency Recruiter
August 2017 - November 2018

Managed client and candidate processes from sourcing to placement
· Worked with 50 clients to determine the characteristics of their ideal candidate and consult on the market analysis of candidate pools
· Maximized team goals for the number of interviews set, candidates placed, and company profits month over month