






Sarah Lauchli

UX/UI Designer

Contact

 (970) 308-3446
 Thornton, Colorado, USA
 sarah.lauchli@gmail.com
 www.sarahlauchli.com
 <https://tinyurl.com/slauchli>

Skills

- User Research
- Personas
- Prototyping
- Wireframing
- Mockups
- Mood Boards
- User Flows
- Style Guides
- Color Theory
- Typography
- Responsive Design
- Native and Web Apps
- Usability Testing
- Designing for accessibility

Tools

- Sketch
- InVision
- Flinto
- Marvel App
- UsabilityHub
- Photoshop CC
- Illustrator CC
- InDesign CC
- Microsoft PowerPoint
- HTML
- CSS
- JavaScript

Summary

UX/UI Designer with a background in art and graphic design driven by curiosity and solving problems. Experienced working across multiple departments, managing projects on tight deadlines, and turning even vague concepts into designs.

Education

UX/UI Design Certification
Career Foundry | 2021

BA Electronic Media Arts & Design
University of Denver | 2012

Projects

UX/UI Designer

Career Foundry | 2020 - 2021

- An intensive project-based training program with a focus on design principles, user experience design, user interface design, mobile app design, and prototype creation.
- Designed and created a prototype for an e-commerce app selling glasses using human interface guidelines, Sketch, and Marvel App. View the case study here: <https://sarahlauchli.com/iris-case-study>
- Created an AR art-scanning app by using human interface guidelines and material design to create and prototype iOS and Android-specific native apps using Sketch and InVision. View project case study here: <https://sarahlauchli.com/arturo-case-study>
- Built an educational baking web app by using UX and UI Design. UX design consisted of conducting user research, creating personas, drawing user flows, sketching low-fidelity wireframes, and testing them on potential users. The UI design consisted of developing mood boards, running user preference tests, establishing a style guide, designing for breakpoints in responsive design, and creating mockups. This project was achieved using Sketch, the Marvel App, InDesign, Usability Hub, and Photoshop. View project case study here: <https://sarahlauchli.com/techniq-case-study>
- Designed a music app by conducting user research, creating low and high-fidelity wireframes, assembling mood boards, selecting consistent and appropriate typography and colors, and creating prototypes for user testing using Sketch and InVision. View project here: <https://sarahlauchli.com/playsome-music-app-case-study>

Sarah Lauchli

UX/UI Designer

Experience

Graphic Designer

InJoy Health Education, Longmont, CO | 05/18 - 04/20

- Worked across departments and self-managed multiple projects on tight deadlines to create digital assets using Illustrator CC, InDesign CC, Photoshop CC, and PowerPoint. Assets were print and digital and included infographics, illustrations, books, catalogs, documents, DVD wraps, PowerPoint presentations, web pages, eclasses, and web apps.
- Assisted in planning and updating the company website's layout and product listings.

Jr. Graphic Designer

LFP Broadcasting, Boulder, CO | 12/15 - 05/18

- Worked independently in a fast-paced environment with strict deadlines and high work volume.
- Retouched, edited, and corrected images to match different brand specifications using Adobe Photoshop.
- Designed DVD box covers and image thumbnails for online and video-on-demand platforms using Photoshop.