

SUMMER ELLIOTT

UX / Brand Designer

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LinkedIn

Portfolio

PROFILE

I thrive in cross-functional teams and love researching human behaviours. I am a life-long accessibility advocate. I'm super jazzed about Speculative Design and Sci-Fi. I have cross-functional design skills and am very skilled at Emotional Design. I have a ridiculously cute cat.

EXPERIENCE

BRAND VISUAL DESIGNER / MOBILE PRODUCT

DESIGNER, Onfleet Jan 2022 - Feb 2023

Onfleet is the trusted last mile delivery solution for thousands of companies. I held two roles, Brand Designer and PD for mobile squad.

BRAND:

- Design a logo for a side product the company was launching
- Create assets for blog and white papers
- Research, write, and conduct surveys about brand awareness
- Collaborate with cross-functional teams to translate brand strategies into design solutions across various platforms

PRODUCT DESIGN:

- Align the iOS and Android experiences
- Work with UX squad on a design system
- Work with stakeholders, devs and PM to design and build new features for drivers
- Research accessibility practises
- Work with UX Researcher to deep dive into usability issues

UX/UI DESIGNER StageTEN, Feb 2021 - Dec 21

StageTEN is a live streaming and live video commerce platform for video content creators.

- Rework current users flow to create more accessible and user-friendly experiences
- Design new experiences in current products
- Create a style guide and work on design system
- Collaborate with dev team to assess users needs

SKILLS

- Figma
- Adobe CS
- Sketch
- Qualitative Research
- Quantitative Research
- Visual Designer
- Design Thinking
- Wireframing
- Prototyping
- HTML & CSS
- Usability Testing
- User Research
- Technical Troubleshooting
- Problem Solving
- Very funny

EDUCATION

Accessible Design Bundle, The A11y Collective, Currently enrolled
Double course on Web Accessibility and Design Accessibility. Course covers basics of Web, does a deeper dive into Design accessibility. Credits can be used towards maintaining CPACC certification

Designing an Accessible User Experience, Deque University, 2020
Building accessible web and experiences to comply with ADA, WCAG and other standards. Course does a deep dive into everything accessible, taught by people who use accessibility devices.

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EXPERIENCE

PRODUCT DESIGNER, Sept 2020 - Feb 2021 (Contract)

City of Wind is a design studio that focuses on UX and software development services for startups.

- Product Designer for Accessibility User Testing platform
- Collaborate with product team to create accessibility standards
- Lead accessibility research, Comparative Analysis, create SME Interview and Survey guides

UX DESIGNER HomeStars, Sept 2017 - May 2019

HomeStars is a SaaS platform helping homeowners find reputable contractors, through its database of 2 million companies & reviews. I started as the Product Support person and quickly moved into a Product Design role. I noticed a significant issue in our support flow and set out to remedy it.

- Conduct interviews observation sessions with CS team to inform design of help desk and dashboard for internal use
- Collaborate with data scientist to create internal use dashboard to assist CS in achieving retention goals
- Create and conduct Lunch n' Learns for the organization

DESIGNER/PRINCIPAL - elliott designs, 2013-17

This was my interior design/build practice with a focus on accessible spaces

- Create a better user experience and quality of life for clients through interviews, prototyping and testing products
- Design, implement and build interior spaces to suit accessibility needs of clients
- Source and test materials with clients

EDUCATION

Advanced UX Design, Juno, 2019

Cognitive design patterns, visual language principles, systematic design, user research, convergence & divergence, and design sprints.

Learn UI Design, Erik Kennedy 2019

Extensive course covering best practices and strategies for major UI components. The course also focuses on usability and the user experience.

UX Design Course, General Assembly, 2019

UX design process, from user research and content strategy to wireframing, prototyping, and usability testing. Worked with Mentor to learn the basics of UX design.

Web Dev Course, BrainStation, 2017

Course about the basics of web development, including HTML, CSS, Git, & Terminal

Interior Design, Humber, 2010-12

Investigate, research and design environments to enable people to thrive. Design theory and principles. Focus on drafting and Autocad