



AMELIA.B.SHULER@GMAIL



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AMELIASHULER.COM

Professional Experience

WASHINGTON, D.C.

Atlantic Media, Designer

- Only designer on a team of four. Helped to implement over \$1 million dollars worth of content strategy contracts.
- Developed new products, such as custom podcasts (ProTools, Audition), and refined current product offerings, such as SME videos (Premiere, AfterEffects, Nikon/Canon Photog.)
- Renewed focus on immersive webpages, worked with Product Manager and stakeholders to update current CMS (Athena) and use third-party tools (WordPress)

BARCELONA, ES

Flatfit App, Front-End UX Designer

- Worked with CEO/COO to develop new features for the startup phone application, such as calendar for scheduling meetings, and map view
- Coded front-end of website application in HTML/CSS and JavaScript (Dreamweaver)
- Worked cross-culturally to market to a bilingual audience (using B2 Spanish Proficiency) with marketing materials in Spanish and English (Wordpress, AfterEffects, Animate, Illustrator)

Education

General Assembly, Washington D.C. Winter 2019

User Experience Design, Part-time

University of South Carolina, Columbia Spring 2018

Bachelor of Arts, School of Journalism Major Visual Communications; Minor Retail Management Graduated Magna Cum Laude (3.94)

Notable Projects

Portfolio ReDesign, Personal

- Overhauled personal portfolio site from brand concept and wireframes to final product
- A-B tested several designs and gathered feedback from experts in the field
- Built in HTML/CSS and JavaScript with Bootstrap as a framework and hosted on Github

Cummins FirePower Engine ReDesign, Contract

- Architected information to integrate enginespecific site into larger brand site
- Listened to key stakeholders to determine information hierarchy and flow and identify users
- Developed non-technical wireframe/mockup in Excel for future use by non-tech executives

Lenscape App, Senior Thesis Project

- Joined 2 other students to create app concept, marketing strategy and prototype for user testing
- Developed look and feel for app, user flow, wireframe (Sketch), and mockup (Photoshop)



SEPT 2018 - PRESENT

JAN 2018 - MAY 2018