Alyssa Claerhout

A sociologist turned UX designer with experience in Front-End Development. My background in social & behavioral research provided me with the data-analysis and interpersonal skills I need to build beautiful data-driven designs.

Skills

Technical

- Data Analysis
- User Testing
- HTML, CSS, & JS
- Figma
- Sketch
- Adobe CC

Professional

- Communication
- Teamwork
- Problem Solving

Education

Career Foundry
UX Design | Front End Development

University of Utah
Sociology | Applied Statistics | Social and Behavioral Science

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Projects

Pantry Chef | Zahid Safi | SLC, UT | May 2023

- Goal was an app that would help people utilize pantry items in finding recipes. The app needed to be designed within a month.
- Using lean UX design, I conducted a competitive analysis, survey, and interviews to understand the problem space that I would be designing for.
- I completed user personas and flows to set up a basic structure for the app. Low-fidelity wireframes and usability testing were completed along with several more iterations of high-fidelity wireframes for a product that was developed.

Discoverly | Career Foundry | Nov 2022 - Apr 2023

- An app that would connect users to usable, reliable information, through interactions with real experts.
- I went through the entire UX Design process to understand, research, analyze, design, and continual evaluation to create a product that users would benefit from.
- The final design resulted in high-fidelity wireframes and an extensively researched mobile and web application.

Wordful | Career Foundry | October 2022

- The objective was a vocabulary style mobile application that would allow users to study a language easily, while traveling.
- I conducted user surveys, interviews, and competitive analysis to understand gaps that existed within the market. I used this data to complete thorough user flows and information architecture of the app structure. I completed wireframes and usability testing on the app design, completing several rounds of iterations, until completion. The result was a completed mobile application that excelled at creating a delightful user
- experience.

Professional Experience

Specialist I, Visual Arts & Design, SLCC | Oct 2021 -Sept 2022

- A main point of contact for students and faculty in the Visual Arts & Design department.
- I provided prompt email and phone response, as well as in-person inquiries. Assisting students in art show submissions and faculty with procurement and organization of this artwork.
- I implemented a better way to administer add codes for student classes, as well as more efficient return of student art work after the art show.

Digital Production Artist, Cricut | Contract | Mar 2021 - Aug 2021

- Worked to edit a large number of images to be useable in the "Cricut" craft machine.
- I worked with a dedicated group of production artists who's job it was to utilize Adobe
- Creative Cloud to go meticulously edit images. I was chosen as part of a select few to assist in user testing a new app that was in production, as well as the editing of extremely challenging sets of images.
- I helped to reach the goal of 400,000 edited images during the contracted term.