Elizabeth Miller

Art Director
Senior UX Designer
Front-end Developer

503 894 4305
innerstate.org
elizabethm@innerstate.org

Freelance
Freelance Projects & Contract Work
April, 2017 – Present
Currently I am freelancing with several clients in the healthcare and nonprofit industries. On one project I am working with a team to populate the backlog and to develop wireframes and user journey maps to prepare for development. On another, I am focusing on brand strategy and put a plan into place to facilitate the extension of the brand from online to print work.

Squishymedia
Director of Design Strategy
November, 2015 – April 2017
My aim? To create engaging and effective experiences for our clients and their users. As the Director of Design Strategy, I was responsible for the aesthetic and critical UX thinking for the work that went out of the agency. I have and will always advocate for strong human-centered design all project stages. I most commonly contributed as an art director, lead designer, information architect, and front-end developer.

As part of the leadership team—alongside the Principal, Executive VP, and Director of Technology helped facilitate the kind of work we sought and help guide the UX narrative down the track. This could include responding to RFPs, ironing out project scope with the client, or functioning as the shop's internal product owner.

Squishymedia
Art Director & Front-End Developer
March, 2012 – October, 2015
Clients are our partners; users are our clients. As the chief liaison between clients and other UX roles, I was tasked with understanding the client's vision, the user's needs, and negotiating it through the release schedule. I worked in concert with information architects, designers, developers, project managers, and scrum masters to ensure these interactive solutions made for happy partners and happy clients.

Squishymedia
Front-end Developer (contract)
June, 2010 – February, 2012
Hello, Drupal! I contracted with Squishymedia as a Drupal and Wordpress themer as well as a UX designer. We worked (hard!) with our government and nonprofit clients to familiarize them with wireframes and prototypes to help them understand complicated workflows. We pushed them outside their comfort zone (just a little) with beautifully crafted sites. We became their touchstone in UX. We were trusted. Open source was king. It felt good. I really loved the ethos and the work this little agency.

CMD
Designer & Flash Developer (contract)
June, 2010 – December, 2010
Flash is not totally dead. Not completely. While at CMD I worked with Intel and ASUS. Creative ideas for pitches? Sure! Clean design for selling beautiful laptops? Check! Smooth and polished Flash animations to help Intel stay at the top of their game? Definitely. This was a fun 6-month contract gig.

Freelance + Sabbatical
Freelance Projects & Contract Work
February, 2010 – May, 2010
A 4-month personal sabbatical in order to pursue goals that included freelance opportunities as well as mixed-media art experiments & travel.

Waggener Edstrom
Experience Designer
May, 2008 – January, 2010
While an Experience Designer with WE Studio D – the digital design lab inside Waggener Edstrom Worldwide – my primary responsibilities were to collaborate with account staff, project managers designers and developers in order to deliver consistent and quality interactive experiences. Projects encompassed a variety of deliverables from Silverlight micro-sites to extending online branding community-driven environment. Harnessing the new social media outlets, aggregating their content and experiences, and implementing them in a thoughtful, dynamic and creative way made my time at WaggEd particularly engaging.

MISG / ANXeBusiness
Interactive Designer
October, 2005 – April, 2008
My primary role was to collaborate with developers to design user interfaces for web applications from defining project scope and architecture to complete front-end. Worked with division heads and senior staff as lead design to develop marketing strategies, including: online & print marketing, trade show & event design, style guides, corporate branding and product branding. Gained familiarity with PHP, JavaScript & ActionScript 2. Developed strong experience with web standards, browser compatibilities, UX, SEO/SEM and CMSs.

Beautiful Design. Flawless Products.

Happy Clients.