



UX FUNDAMENTALS:

1.8 WHAT'S NEXT?

Chianta Dorsey

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Skills

Design: Illustration & UI Graphics, User Flows, Concept sketches, Wireframes & mock ups with Sketch & Illustrator.

Research: Data analysis, Task analysis & persona hypothesis, A/B testing and experiment.

Prototyping: Rapid prototyping using Keynote & InVision.



PHONE

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WEBSITE

www.cdorseyuxdesign.com

EXPERIENCE

2025–

Senior Manager, UX Design • Metropolitan Museum of Art • New York City, NY

- Manages and leads the design of new products and features.
- Mentors and manages a small team of designers.
- Establishes and advances design research and exploration, rapid experience prototyping and agile design principles.
- Works closely with product owners and engineers to move a product or feature from idea to public release.

2022– 2025

UX Designer • Stanford University Libraries • Stanford, California

- Designs the interface and application flow of digital library services and software.
- Leads the analysis and design of applications based on Linked Open Data technologies.
- Creates design documents, validates design with users, and apply visual design.

2020– 2022

Jr. UX Designer • Instrument • Portland, Oregon

- Produces wireframes, mockups, and interactive prototypes.
- Iterates on existing products to ensure the delivery of industry leading branding and user experiences.
- Designs user interfaces, communicates design concepts to stakeholders, and works on marketing and branding materials.

EDUCATION

Career Foundry

UX Design Certificate

Simmons University, Boston, MA

MS, Library and Information Science

MA, History

Xavier University of Louisiana, New Orleans, LA

BA, History

FUTURE PORTFOLIO

Metropolitan Museum of Art

Project 1: I worked to redesign the app for the Metropolitan Museum of Art. I sought to help viewers discover the vast resources of the MET. I performed research and designed a colorful interface for the app.

Project 2: I worked with the MET to create an app feature where museum goers could interact with exhibitions on display. I sought to provide users with a rich, detailed and immersive viewing experience that combined the museum's artifacts and historical context regarding the items.

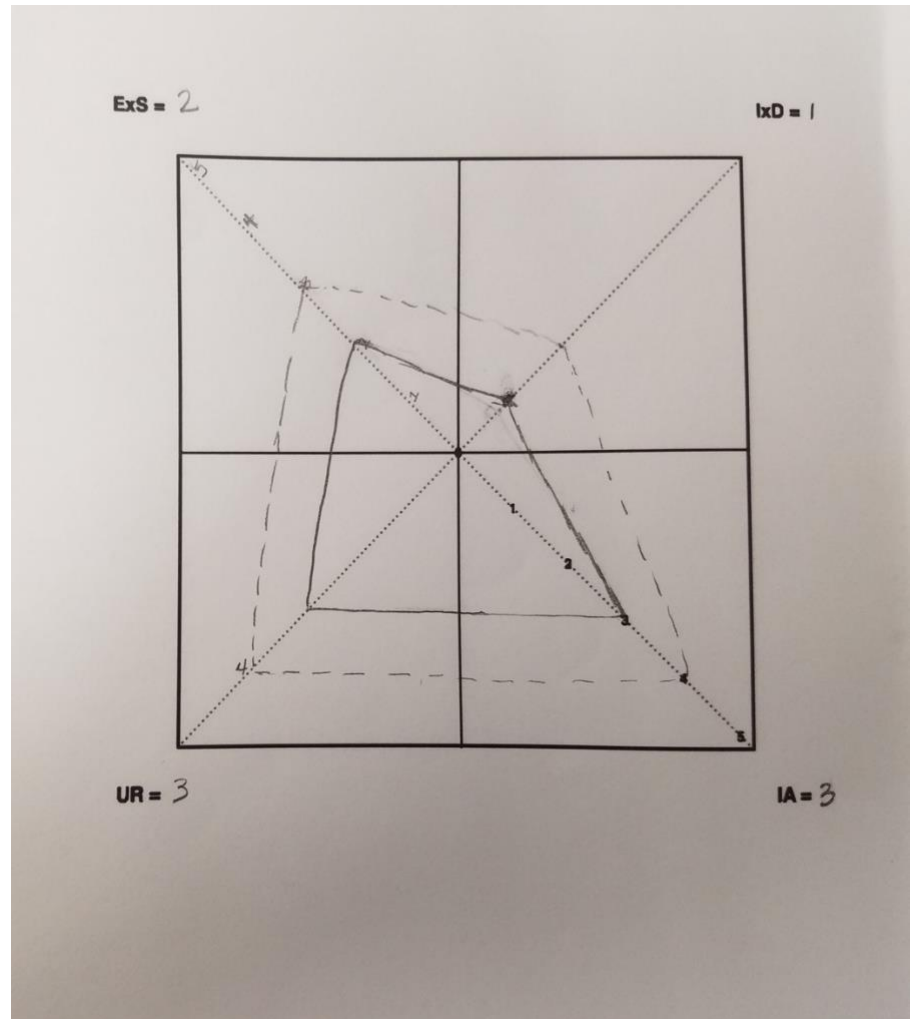
Stanford University Libraries

Project 1: Worked with the Special Collections Division of the University Libraries to build a user interface that presented over 100 years of California history to users through the historical photographs located in the Special Collections.

Instrument

Project 1: Worked to build an app for Sequoia Capital that displayed the impact their venture capital partnerships have had on the world. Helped to design website and conducted interviews with founders and partners to help tell the compelling stories of the company.

DESIGN PROFILE



Steps to Continue Education

1. Complete Career Foundry course.
2. Read monthly on app design.
3. Attend UX Meetups on design and business strategy in Dallas.
4. Practice app design in spare time using UX design tools.
5. Read books on user research and information architecture.