

SUMMARY

Product designer bringing together a visual arts background and project management skills to create intuitive, user-centered experiences.

SKILLSET

UX/UI design
Project management
Strategic planning
User research
Personas, journeys & user stories
Wireframing & prototyping

TOOLS

Abstract
Adobe Creative Suite
Craft
Figma
GitHub
HTML, CSS, & JavaScript
InVision
Jira
Sketch
Storybook

EXPERIENCE

Product Designer CircleCI, San Francisco, CA

April 2018 - Present

- Lead designer for Plans & Pricing and User Engagement teams
- Major projects include upgrading, onboarding, notifications, and data visualization
- Facilitate UX decisions backed by research, design artifacts, and business goals
- Collaborate on revamp of product and design system

Design Intern Bloc, San Francisco, CA

January 2018 - April 2018

- Created responsive wireframes and mockups for handoff to engineering
- Designed and developed first web page showcasing alumni portfolios
- Delivered animations to differentiate programs for prospective students

Development and Events Manager Sustainable Conservation, San Francisco, CA

June 2012 - April 2018

- Lead designer for event communications and collateral
- · Work across teams to manage events, research, and donor database

RECENT PROJECTS

CircleCI | Product design

slide deck provided upon request

Most recently designed and iteratively shipped a new usage-based, self-serve pricing model to customers based on research and business objectives.

Bloc | Visual design & development bloc.design & bloc.design/books

Designed and developed responsive web pages to showcase Bloc alumni portfolios, following Bloc's styleguide.

Museum Map | Visual design & UX amandadyson.com/museummap

Prototype exploration for a web app that helps museum-goers discover exhibitions in any city.

EDUCATION

2017 | UX/UI Design and Front-End Development Apprenticeship

2008 | MA, Cultural Policy and Arts Management

2006 | BA, Studio Art and English Literature