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Contact me [here](#)

Projects
Check out my work [here](#)

[Here is a link to a recent clickable prototype in Figma](#)

EDUCATIONAL HISTORY

CareerFoundry
UX/UI Design Program | April 2021 - March 2022

- UX testing methodology
- Design Thinking
- Front End Web Development Specialisation

Interaction Design Foundation
UX/UI Programmes | May 2021 - Present

Certificates:

- Gestalt Psychology and Web Design

University College Dublin
Bachelors in Arts | Sept 2014 - May 2016
Joint Major in Geography & Sociology

SKILLS SUMMARY

Wireframing
User Research (Surveys, Interviews, Personas)
Information Architecture
User Interface Design
Rapid Prototyping
User Testing (Usability & Preference Testing)

TECHNICAL SKILLS

Adobe XD
InVision
Figma
Javascript
HTML
CSS



SEAN O CONNOR

UX DESIGNER

ABOUT ME

I am a fastidious worker and team player. Communication is key to all aspects of my work, whether that is liaising with clients or interviewing users.

Building products for people is at the centre of my design thinking.

EXPERIENCE

UX Design

CareerFoundry | May 2021 - March 2022

Creating user experience designs, for a mobile-first responsive web application, using personas, user flows, wireframing, clickable prototypes and polished mock ups. Conducted user interviews, surveys and usability testing (remote and in-person moderated testing sessions), as well as preference testing.

Supervisor

Zizzi Italian Restaurants | April 2019 - Nov 2021

My responsibilities included opening and closing the restaurant, supervising shifts alone and as part of a team, training new supervisors and Front of House staff.

Waiter/Bartender

The Porterhouse Whitworth | May 2017 - April 2019

I started as a waiter, maintaining cleaning schedules and quality customer service, running food and drinks and closing up on the floor. I was then trained as a bar-tender in 2018.