



ASHLEY SCHAERER

UI/UX Designer

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SUMMARY

LA-based UI/UX designer with a background in 3d and graphic design who leverages those skills in creating intuitive and people-driven experiences.

SKILLSET

UI/UX Design
Visual Design
User Research & Testing
Brand Strategy & Identity
Information Architecture
Personas & User Stories
Wireframing & Prototyping

TOOLS

Sketch
Figma
Adobe Creative Suite
InVision
Usabilitytest
Usability Hub
HTML, CSS, & JavaScript
Github
Maze

LANGUAGES

English
German

EXPERIENCE

UI/UX Apprenticeship | November 2018 - Present

Bloc, San Francisco (remote), CA

A remote mentorship program that covers the research, testing and visual design components of UX/UI with Frontend development skills needed to build and deploy projects.

Interactive Media Specialist | April 2017 - October 2018

Pixologic, Inc. , Los Angeles, CA

Visual design work for Company's youtube channel

ZBrushLIVE. Creating marketing content and branding.

Internship | December 2016 - April 2017

Pixologic, Inc. , Los Angeles, CA

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ZBrushLIVE. Creating marketing content and branding.

PROJECT

Healthvitae | Cloud Storage Application

Tools: Sketch/Figma, inVision

Designed to allow users to store their medical records.

https://invis.io/6ZR64QJ4VXB#/353992289_01Homepage

More Than Fluffy | Cat Adoption Application

Tools: Sketch/Figma, inVision

A cat adoption app that matches you with cats based on your lifestyle and personality.

Work in Progress

EDUCATION

Los Angeles Film School | 2014-2016

Associate of Science in Animation

Schule für Gestaltung | 2009 - 2012

Bachelor in Graphic Design