Eva K Decker

Designing and building thoughtful tools for the web.

EXPERIENCE

Freelance Designer and Engineer, Eva Decker   *Sep 2021–Present*

Lead UX Engineer, Talkiatry   *Sep 2021–Mar 2022, Feb–Nov 2023*
Implemented Talkiatry's first design system. Evaluated existing open source design systems; discussed tradeoffs with engineering; customized styling to match the brand. One year later, re-hired to continue design systems work.

Design Mentor, Compass Pathways   *Oct 2021–Mar 2022*
Established and led weekly design feedback sessions. Provided individual mentorship and coaching to junior designers in the design of a companion app for psilocybin therapy.

Various Clients   *Sep 2021–Present*
Additional short-term branding, product, design, and engineering work.

Civic Innovation Lab Associate, BetaNYC   *Jun–Jul 2022*
Researched, designed, coded, and launched NYC Boundaries Map, a civic tool for viewing overlapping jurisdictional boundaries.

Lead UX Engineer, Cityblock   *Feb 2019–Jul 2021*
Led the design and implementation of multiple complex product features for health history, documentation, and planning for underserved communities on Medicare and Medicaid. Built a design system, Commonplace, making the product more consistent and accessible. Wrote about trauma-informed design.

Senior Product Designer, Dropbox   *Nov 2016–Oct 2018*
Led a redesign of file comments and time-coded comments on A/V files. Designed an internal messaging automation tool to unify disparate communication services. Helped ship Dropbox Showcase, a (now sunset) tool for creatives. Designed toolbar iconography for Mac, Windows, and Linux.

Product Designer, Swiftype   *Oct 2015–Aug 2016*
Co-owned the creative process from concept to launch on a design team of two. Shipped major redesigns of the product dashboard and marketing site. Crafted dozens of in-product illustrations and icons.

Designer and Frontend Engineer, MadMonk Interactive   *2012–2014*

Freelance Designer   *2009–2012*

EDUCATION

UNC Greensboro   *2011–2015*
Bachelor of Arts in Music; Computer Science minor. Graduated *summa cum laude*.

SKILLS

Design
UX Design
Design Systems
Research
Usability Testing
Prototyping
Copywriting
Icon Design
Adobe/Sketch/Figma

Engineering
Accessibility
HTML/CSS
JS/TypeScript
React
Svelte
Unit/E2E Testing
CI/CD
Git

CONTACT

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Updated Jan 2023