

# Diana Mounter

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## Objective

Produce best in breed sites and applications that demonstrate quality in design and architecture; further extend my user experience design and production management skills.

## Experience

UX designer with experience in human-centric design and agile development.

- **User experience design:** Design experiences that meet user needs through collaboration and research. Create user flows, wireframes, information architecture, and specifications informed by user needs.
- **Facilitating and designing workshops:** that allow for equal participation and keep energy high; that are appropriate for discovering information and user needs for the project.
- **Developing and presenting strategic documents:** Analysing and synthesising project information into briefs, scoping documents, and presentations.
- **Agile project management:** Collaborating with designers and development teams using agile frameworks. Developing and managing client relationships.

### Experience Architect

Digital Eskimo (August 2009 to present)

Responsible for developing user experience strategies, defining interface designs and interaction models, managing projects from commission to completion.

### Design and development coordinator

Local Government and Shires Associations of NSW (July 2004 to August 2009)

Managing company websites, training staff, and conducting user research; designing and developing new sites, and social media initiatives; building relations with local government web community.

### Graphic Designer

Hampshire County Council (October 2002 to December 2003)

### Design Studio Assistant

The Design and Print Centre, University of Southampton (January 1999 to August 2002)

## Prominent projects:

### **Bouncer - an application for shortening email addresses:** <http://bouncr.com>

User experience design, facilitated stand-ups and planning meetings to prioritise features essential for delivering MVP, assisted with pitch presentation content and design. The application was a StartupBus finalist and winner of the San Francisco bus. The product attracted a large amount of interest and press coverage seeing over 3,500 users sign up in the first 2 days since launch.

### **Australian Conservation Foundation - GreenHome website:** <http://www2.acfonline.org.au>

Developed scope and user experience strategy securing contract for UX and creative design of the new GreenHome site and (under development) core ACF whole of org site. Led the interaction design, and coordinated an iterative design and development approach to implementation.

### **HotHouse - blog, event website, and interactive installation:** <http://hothouselaunch.unsw.edu.au>

Producer and experience architect for online experience and production of an interactive digital installation to engage designers with an event experience that continued online. The success of the installation named “sketch lab” led to our engagement by a global web conference series - Web Directions - to develop a custom version as the Sydney events key interactive feature.

## Technical skills

- **HTML and CSS:** accessible, semantic markup.
- **Design:** simple, functional, designed to suit audience needs.
- **Software:** Adobe Photoshop, Illustrator; Omnigraffle, Balsamiq, Keynote; TextMate; Git, Mercurial.
- **Ticket tracking and project planning:** Basecamp, Assembla, Workamajig, Harvest, Unfuddle.

## Community involvement and public speaking

- **Ignite Sydney:** <http://www.slideshare.net/diana.mounter/scrum-master-lordoftheuniversefinal>
- **Participatory Design Conference 2011:** <http://www.slideshare.net/diana.mounter/testing-the-release-early-the-release-often-mantra>
- **Social Media Panel Discussion** for people working in the visual arts industry: <http://www.slideshare.net/diana.mounter/social-mediaforvisualartists-upload>
- **Mashup Australia Hackfest:** One weekend to build a mashup using government data: <http://getstimulated.net>
- **Judge for 2008 AIMIA Awards** for Best Advertising or Marketing category.

# Qualifications

- Scrum Alliance (July, 2010): Certified ScrumMaster
- Chamber Training (1999 – 2000): Modern Apprenticeship in Business Administration - NVQ Level 2 and Level 3.
- Barton Peveril College (September 1997 – 98): GCSE Spanish (C) and AS Information Technology.
- The British School of Paris (1996 – 97): GCSE Maths (B), English Language (B), English Literature (C), Double Science Award (BB), French (B), Music (B), Art (C), Home Economics (B), and History (C)

# Additional training

- Girl Develop It - JavaScript 101 Course - 2011
- Awake - Cultivating Sustainability Course - 2010
- Donna Spencer - Information Architecture workshop - 2009
- Dmitry Baranovskiy - Introduction to Javascript workshop - 2009
- MaxDesign (Sydney) – Website Usability and CSS (2 day workshop) - 2008
- Vision Australia (Sydney) – Website Accessibility - 2007
- University of Sydney, Centre for Continuing Education – Brand Management - 2006

# Interests

Other than spending a large amount of my spare time on the web or reading about the web, I do like to get out and participate in other activities such as playing soccer, salsa dancing, and I am a keen amateur photographer. I also enjoy cooking, drinking green tea or a good coffee, and I dabble with various musical instruments.

**References are available on request.**