CALEIGH MCLAUGHLIN

Junior UX Designer

Thinking creatively to help people solve problems is my passion. Years of working in social and emotional learning environments at a mental health nonprofit and in customer-facing roles has shaped me into an empathetic team player.

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PROJECTS

BlocJams
https://bl0cjams.netlify.com/
- refactored code base for functional music player with displayed album information and standard music controls using jQuery

Camelot
http://bit.ly/camelotapp
- designed cloud storage app including creation of logo and branding identity and UI prototype in Figma

BusyBus
http://bit.ly/busybus
- designed and developed mobile public transit app that informed riders of ETA's for multiple busses using the same stop using Figma and HTML/CSS

EXPERIENCE

Mental Health Generalist
THE MEETING PLACE CLUBHOUSE 2017-2019
- operated nonprofit **clerical unit of 15+** while engaging members in a wide range of work opportunities
- fostered mental health recovery through goal setting, advocacy and regular support for **30+ caseload**

Holistic Healthcare Assistant
DR. STANTON HOM, D.C. 2016
- represented a holistic chiropractic office specializing in prenatal and pediatric care
- coordinated **high volume** schedule to ensure prompt patient experience and supported the doctor consistently.

Server/Bartender
THE HIDEOUT 2014-2016
- developed strong relationships with regular customers and staff by proving **reliable and consistent** in work ethic
- trained new hires to meet company standards

EDUCATION

UX Design Program
BLOC.IO 2019-2020
- learned industry best practices and design process standards with a focus on UX Research, Visual Design, and Front-end development
- created and deployed projects while learning new tools and frameworks and collaborating with a senior product designer

BA, Sociology
SYRACUSE UNIVERSITY 2009-2013
- developed in-depth understandings of how societies operate
- learned quantitative research methods, theory and a wide variety of sociological issues

SKILLS

Soft Skills
- Active listening, Empathy, Flexibility, Patience

Hard Skills
- **User-centered:** Surveys, Competitive analysis, Persona building, Journey mapping, Wireframing
- **Front-End:** HTML5, CSS3, JavaScript
- **Design Tools:** Figma, InVision Studio, Git, Github, Chrome DevTools