

# CALEIGH LAUGHLIN

## 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 an empathetic team player.*

📍 [caleighmclaughlin.com](http://caleighmclaughlin.com)  
✉ [caldmclaugh@gmail.com](mailto:caldmclaugh@gmail.com)  
📞 802-779-5392

## PROJECTS

---

### 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

### BlocJams

<https://bl0cjams.netlify.com/>

- refactored code base for functional music player with displayed album information and standard music controls using jQuery

## 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 framework 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