

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

Furward

<http://bit.ly/furward>

- conceptualized and designed free pet care exchange app for neighbors including creation of logo and branding identity and UI prototype in Figma

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

UX Design Intern

RIPEMETRICS 2020-present

- collaborate on UX/UI team to improve customer experience platform
- perform user research and design wireframes, lo-fidelity and high-fidelity mockups

Mental Health Generalist

THE MEETING PLACE CLUBHOUSE 2017-present

- operate nonprofit clerical unit of 15+ while engaging members in a wide range of work opportunities
- foster 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.

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