




CALEIGH LAUGHLIN

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.

 caleighmclaughlin.com
 caldmclaugh@gmail.com
 802-779-5392

PROJECTS

Chord Health

<http://bit.ly/chordhealth>

- designed remote patient monitoring mobile app for patients with musculoskeletal conditions and provider-facing web app including UI prototype in Figma

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

EXPERIENCE

UX/UI Designer

CHORD HEALTH 2020-present

- work as the sole designer for mobile and web platform at musculoskeletal medical device startup
- communicate with stakeholders, developers and CEO for everything from design conception to continual app updates

UX Design Intern

RIPEMETRICS 2020

- collaborated on UX/UI team to improve cannabis industry customer experience platform
- performed user research and designed wireframes, lo-fidelity and high-fidelity mockups

Mental Health Generalist

THE MEETING PLACE CLUBHOUSE 2017-2019, 2020

- 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

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, Jira, Confluence, draw.io, Lucidchart