Passionate UX Designer with a strong background in software engineering and over five years of experience in designing and developing user-centered digital solutions. Excelling in visual design, user research, wireframing, prototyping, and collaborating with cross-functional teams, I create seamless and intuitive user experiences. Proficient in HTML, CSS, Javascript, Typescript, React, Tailwind CSS, and UX tools like Figma.

## **Technologies and Skills**

- Languages: HTML, CSS, Javascript
- Skills: UI/UX Design, Graphic Design, Web Design, User Flows, High-fidelity Prototyping, Developer Hand-off, User Testing, Cross-platform Design (Mobile, Tablet, Desktop)

#### **Education and Certifications**

- Certificate User Experience Design, Google
- Certificate Software Engineering, Per Scholas
- Certificate Software Engineering, DigitalCrafts
- Certificate User Experience Design, General Assembly
- Certificate Software Engineering, Vets Who Code
- B.A. Music Business, Berklee College of Music

# **Work Experience**

Associate Software Engineer	Progressive Leasing	Jan 2023 – Mar 2024
Cart & services team	Remote	

- Developed and maintained dynamic, responsive user interfaces for financial applications using React, enhancing user experience and performance.
- Collaborated with cross-functional teams to design and implement features, ensuring alignment with business requirements and user needs.
- Mentored a junior developer in frontend development best practices, resulting in improved team skill set and faster onboarding process.

UX Engineerchrisharley.ioMay 2018 – presentFreelance designer & developerSelf Employed

- Conducted comprehensive user research, including surveys, interviews, and usability testing, to gather insights and perform design decisions, resulting in improved user satisfaction and engagement.
- Developed wireframes, prototypes, and high fidelity designs using Figma, ensuring alignment with client requirements and user needs.
- Utilized technologies (HTML, CSS, Javascript, React, Headless content management systems) to translate design specifications into responsive and accessible web interfaces, ensuring compatibility across multiple devices and browsers.

- Led a team of 100+ distribution center staff, fostering a collaborative and competitive environment that increased productivity by 20%.
- Streamlined warehouse processes by introducing a new inventory management system, improving efficiency and reducing errors by 25%.
- Mentored and coached junior supervisors, promoting from within and building a strong leadership pipeline

### **Operations Assistant**

### Phillips Van Heusen

Jan 2016 - Jul 2017

Atlanta, GA

- Implemented material stations, enhancing team efficiency and reducing downtime by 25%.
- Coordinated cross-functional team meetings to address and resolve operational challenges, improving collaboration and order fulfillment.
- Maintained accurate documentation of shipment details, inventory adjustments, and warehouse activities for audit purposes.

## **Division Operations & Training Manager**

U.S. Army
United States

Jun 2005 - Oct 2015

- Directed comprehensive training programs for a workforce of over 400 personnel, ensuring optimal performance and readiness.
- Guaranteed compliance with Department of Defense training regulations, maintaining the highest standards of operational effectiveness.
- Acted as key liaison between units and senior officers, facilitating seamless communication and mission readiness.

### **Projects**

• <u>HIT:</u> Have I Tried (<u>HIT</u>) is a dynamic platform designed to help you keep track of the drinks you've experienced. Share your thoughts, rate each drink, and build a personalized record of your tasting journey. This project shows my design and development process, click <u>here</u> to take a look.

#### **Awards**

• Valedictorian Award, Nov 2022: Per Scholas Software Engineering School

#### **Interests**

- Music (DJ, drums, guitar, piano, digital audio workstations, recording, mixing, and mastering, music production)
- Cooking
- American Football
- Exercising