

CHELSEA DOHERTY

UX/UI Designer

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Skills

UX Research
Survey
Testing
Information Architecture
Wireframing
Hi-Fi Mock-ups
Branding

Tools

Figma
Sketch
Adobe Suite
HTML/CSS
JavaScript
Git/Git Hub
InVision

Experience

Bloc

Design Apprentice (2019-2020)

- Learned industry best practices and design process standards with a focus on UX research, visual design, and front-end development.
- Produced and deployed projects while learning new tools and techniques by collaborating several hours every week with a senior product designer.
- Projects were built on a foundation of surveying, usability testing, competitive analysis, user personas, and user stories.

Projects

Relate App (in progress)

Relate is a mobile application that will help couples connect and communicate. I am currently working on this application with a software engineer and couples therapist.

TVTELL

Curated user experience and user interfaces for a mobile IOS application that socializes TV sharing. Created branding and a hi-fi clickable prototype backed by data and survey.

Common Core Finder

Streamlined a web-based cloud storage application geared towards educators. Surveyed, designed, and tested wireframes through hi-fi clickable prototypes.

Education & Achievements

University of Massachusetts, Lowell
Bachelors of Fine Arts 2011 (3.7 gpa)

TeachNow Graduate School of Education
California Teaching Credential: K-12, Art 2019

The Mission Preparatory School

Art Instructor (2017-2019)

- Created and developed the schools' art department including curriculum for grades K-7 that aligns with California State Standards.
- Originated innovative projects that connected to grade level curriculum and art history.
- Colaborated with other educators around classroom management and curriculum.
- Ordered and maintained supplies within budget.
- Constructed individualized portfolio curriculum for students applying to arts focused high schools.

Independent Artist

Self-Employed (2007-present)

- Conceptualized and created original bodies of work.
- Art series were self promoted and presented in galleries and showcases to be sold.
- Artwork created used a variety of mediums including; drawing, printmaking, painting, sculpture, and vector based graphics.