Claire Callen

UX and Product Designer

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PROJECT EXPERIENCE

UX Designer / National Oceanic and Atmospheric Association-Design Project

Oct 2023-Dec 2023, Ann Arbor, MI

- Implemented iterative design methods, usability testing, and worked directly with a partner organization to solve a real-world design problem using UX perspectives.
- Developed a high-fidelity prototype utilizing Figma to design and develop wireframes showcasing the application of learned knowledge and reflection of a solid foundation in UX design.
- Displayed my design process and reasoned in favor of my design decisions to immerse myself into UX and gain experience with design rationale.

WORK EXPERIENCE

Student Accessibility Assistant / Accessibility Remediation Program

Oct 2023-present, Ann Arbor, MI

- Used Adobe Acrobat to improve the accessibility of PDF documents.
- Created and corrected captions and transcripts for video and audio files to make the files more accessible.
- Created and perfected visual descriptions for images and moving images to make the images more accessible to those with disabilities.
- Developed proficiency in making digital content accessible for those with disabilities.
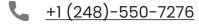
EXTRACURICCULAR EXPERIENCE

Submissions and Layout Chair / Xylem Literary Magazine

May 2023-present, Ann Arbor, MI

- Kept a database of all submissions and whether they were accepted or rejected in order to properly manage Xylem's submissions.
- Sent out biweekly emails of pieces to review for the week as well as a voting form to receive feedback from club members.
- Designed the final layout of the Xylem magazine that will be used for a hundred copies.

EDUCATION

University of Michigan School of Information

Aug 2021-May 2025, Ann Arbor, MI

Bachelor of Science in Information, User Experience Design
Expected Graduation: May 2025
GPA: 3.9/4.0

Yonsei University

Jun 2023-Aug 2023, Seoul, South Korea

International Exchange Student,
Courses: Computing and the Arts,
Introduction to Machine Learning,
GPA: 4.0/4.0

SKILLS

Design
Color Theory, Color Semantics, Composition, Gestalts, Grid Systems, Typography, Branding and Visual Identity, UI Patterns, Design Systems, Wire-framing, Information Architecture, Interaction Design, Prototyping.

Software
Figma, Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro.

Coding
HTML, CSS, Python, Javascript.