

About

Hey! I’m a designer based in Denver, inspired by the outdoors 🏔️

Contact

connormurphy.me
connormurphydesign@gmail.com
585.739.7475

Skills

UX & UI design
Usability testing
User-centered design
Prototyping
Accessibility
Design strategy
Design systems

Experience

Brand Designer

INVISION // MAY 2015–MAR 2020

- Designed and implemented web experiences from prototype to launch
- Led/contributed to creative direction and UX design for site builds
- Created 10+ multi-channel GTM product campaigns
- Designed site components and campaign assets for brand awareness initiatives such as Design Leadership forum, Inside Design, and a weekly newsletter around all things design
- Created OOH assets and print collateral for in-person events, workshops, panels, and internal meetups
- Collaborated with Sales to design and create targeted collateral for different stages of the sales funnel
- Selected as primary designer for a short-term Growth Design team focused on experimentation and rapidly A/B tests
- Conducted usability testing to improve web and mobile experiences and improve how InVision conveyed stories through digital mediums
- Collaborated on and contributed to the marketing design system
- Notable projects: Enterprise platform, Events hub, Business Impact of InVision Enterprise, Product Design Industry Report 2016, DesignBetter Conversations

Designer

HUNGRY INC // OCT 2014–MAY 2015

- Collaborated with producers, motion designers, and stakeholders to create digital experiences
- Clients: AT&T, Two Trees, Grind, Guild, and more

Web Designer

MAKER’S ROW // MAR 2014–AUG 2014

- Hired as primary designer to establish brand, led the creation of a platform that helped people to better connect with manufacturers