Danielle Urban

UX Designer

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Skills

Design

User-Centric Design Research

Design Thinking

Decision Flow Diagrams

User Need Identification

Rapid Prototyping

Wire-Framing

UI Compositions and Grids

Usability Testing

Toolbox

Figma, Sketch, Miro, Adobe Creative Suite, HTML/CSS, Bootstrap, Git/Github

Education

University of Texas at Austin

Certificate in UX/UI Design

Oct. 2021

Colorado State University

B.S. Apparel and Merchandising

May 2020

3.86 GPA

Volunteer Work

Austin Design Week, *volunteer*, 2021
Recylpt, *sustainable event advisor, mending instructor*, 2023

Work Experience

Oracle NetSuite, *UX Designer*

June 2022-Present

- Ideate and deliver design proposals throughout all stages of the product roadmap: flows, sketches, wireframes, and high fidelity prototypes
- Working on a global team of PMs, content designers, and developers to facilitate decision making about design strategy, feasibility, and delivery expectations.

Backbone PLM, *UX Intern*

Jan 2022-June 2022

- Collaborated with Design lead and cross-function teams to re-design a key area of the product from low to high fidelity, resulting in a reduction in client support tickets
- Led concept testing with clients in order to gain insight into the potential impact of my re-design

Second Signal, *UX/UI Designer, Contract*

November 2021-Jan 2022

- Broke down detailed requirement documents into key user flows resulting efficient communication between all stakeholders
- Created the apps onboarding flow to collect key data needed without overwhelming the user, resulting in a detailed prototype to present to investors presentations and user research.

Tech Fleet, *UX Design Apprentice, The Serious Type*

December 2021-Febuary 2022

- Lead a workshop to analyze academic research on social media and Gen Z resulting in the creation of key personas.
- Participated in 8 Design Sprints using the Google Sprint framework, resulting in an early MVP prototype for a new form of social media focused on mentoring youth.