



# ADRIANE GILBERT

UI / UX DESIGN SPECIALIST

## INFO / CONTACT

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## PROFICIENCIES



- Adobe Creative Suite
- Sketch, Zeplin, InVision
- Design Systems
- Pattern Libraries
- Responsive Design
- Application Design
- A/B Testing
- Usability Testing
- Heuristic Analysis
- W3C Accessibility Standards
- Agile, Kanban, Lean UX
- Confluence/Jira
- HTML & CSS

REFERENCES AVAILABLE  
UPON REQUEST

## WORK EXPERIENCE

<b>Carlson Hotels</b> JULY 2017 - CURRENT	 <b>UI / UX Design Consultant</b> Supporting a complete re-brand, re-design and re-build of the Carlson Hotel brand sites and CMS.
<b>Best Buy</b> JAN 2012- JULY 20 17	 <b>UX Manager</b> Managed a team of UX Architects & Designers working within the product model to design, test and iterate on the customer's shopping path within BestBuy.com accross all devices.
 DEC 2010 -JAN 2012	<b>Senior UI Designer</b> Focused primarily on the cart & checkout portion of BestBuy.com; Redesigned the interface, incorporated new brand standards, optimized the user flow.
<b>Brianco School of Advertising</b> JAN - MAY 2009	 <b>Adjunct Instructor - Interaction Design</b> Wrote a curriculum for "Intro to Interaction Design" lab course and taught it for one semester.
<b>Popular Front</b> JAN 2009 - DEC 2010	 <b>Associate Creative Director</b> Lead a team of desginers within one of the largest pure digital agencies in town. Pitched concepts to clients, managed day-to-day design production, produced high-level concepts.
 2007-2009	<b>Senior Interactive Designer</b> Partnered with developers and UX architects to produce high-level concepts, animations, illustrations and prototypes.
 MAY 2005 - 2006	<b>Interactive Designer</b> Created wireframes, user flows, designs, banner campaigns, prototypes and designs assets for our clients.
<b>DesignWorks</b> JAN - MAY 2005	 <b>Interactive Designer</b> Acted as the primary desginer on a variety of projects. Developed clickable prototypes, wireframes and high-level concepts to pitch ideas.

## EDUCATION

<b>Minneapolis College of Art &amp; Design</b> 2002 - 2005	 <b>Bachelor of Fine Arts: Interactive Media</b> Interactive Media Merit Scholarship, 2004 Friends of MCAD Scholarship
<b>Iowa State University</b> 2000 - 2002	 <b>Computer Engineering &amp; Graphic Design</b> Pursued a double-degree (BS & BA); Completed general ed courses and first-year curriculum for both degrees.