

Devlin McDonough

FULL-STACK DEVELOPER

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www.devlin.design

SKILLS

- UX/UI Design
- User Interviews
- Python
- HTML
- Wireframing
- Cloud Computing
- Javascript
- Prototyping
- Responsive design
- CSS

TOOLS

- Sketch
- Figma
- Adobe Xd
- Adobe Illustrator
- Invision
- Zeplin
- Jira

EDUCATION

Northeastern University
BS in Business Administration

CERTIFICATES

Registered Product Owner
#RPO-8333885

Registered Scrum Master
#RSM-2296984

WORK EXPERIENCE

Screenranker **April 2022 - Present**
Senior Product Designer / Researcher **Boston, Massachusetts**

- Conducted extensive qualitative and quantitative user research, including usability testing, interviews, and surveys, to inform and guide the design of the site's information architecture and user interface.
- Developed the site's information architecture, creating intuitive navigation paths and organizing content to meet user needs and goals, resulting in increased user engagement and satisfaction.
- Created detailed wireframes and page layouts, taking a user-centered approach to design and ensuring that user flows were clear and efficient based on usability testing.

HomeWorks Energy **November 2020 - April 2022**
UX Designer / Researcher **Medford, Massachusetts**

- Increased average monthly conversion rates in the e-commerce platform for HVAC Sales by 129% and average monthly conversion rate for Home Energy Assessment visits by 45%, creating monthly sales records for both divisions.
- Redesigned the company's scheduling system to streamline workflows, reduce friction points and allow employees to complete their work more efficiently.
- Conducted user interviews with members of all departments of the company, from managers to call center employees and home visitors.

itslearning **April 2016 - August 2020**
UX Designer & Researcher / Product Owner **Newton, Massachusetts**

- Led user research projects in multiple markets including the United States, Norway, The Netherlands, Germany and the UK.
- Created wireframes, prototypes and final visual design for a learning management system with 5 million users worldwide.
- Designed native mobile apps for iOS and Android platforms.
- Conducted ethnographic research on site in schools and classrooms to view how the product was being used in the real world.