

# MORGAN CONNORS

UI/UX DESIGNER

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## OBJECTIVE

To obtain a challenging UI/UX Designer position where my creativity, problem-solving skills, and experience in designing engaging and user-friendly interfaces can be utilized to enhance user experiences and drive business objectives.

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## EXPERIENCE

### SENIOR UI/UX DESIGNER

Jan 20XX - Dec 20XX

Managed the design team and mentored junior designers to improve design quality and efficiency. Created wireframes, prototypes, and high-fidelity mockups for a variety of web and mobile projects. Worked closely with clients to understand their needs and goals and translate them into effective design solutions.

### UI/UX DESIGNER

Oct 20XX - Jul 20XX

Led the redesign of the company's e-commerce platform, resulting in a 25% increase in sales. Conducted user research and usability testing to inform design decisions and improve the user experience. Collaborated with development teams to ensure designs were implemented accurately and efficiently.

### UX DESIGNER

Feb 20XX - Oct 20XX

Conducted user research and developed user personas to inform product design and development. Designed user flows, wireframes, and prototypes for a mobile app that won several industry awards. Worked closely with the development team to ensure designs were implemented accurately and efficiently.

## CONTACT

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## ABOUT ME

I am passionate about designing digital experiences that are both visually stunning and intuitive, and always strive to create designs that delight and engage users.

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## EDUCATION

### SCHOOL OF FINE ART, 20XX

BA of Fine Arts, Graphic Design

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## SKILLS

Usability testing

Project management

User research