

# Elizabeth Davis

## Product Designer UX + UI + Interaction

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### About Me

As a designer with both a technical and creative background, I am uniquely positioned to effectively communicate my designs to development teams. I know that diving into pixel perfect designs are just as important as analyzing the big picture, and I am always looking for an opportunity to learn something new.

### Work Experience

#### **Avanade, Inc. // UX/Product Designer**

July 2017 – Present, New York City

- Designing a responsive online tool in an agile development cycle of fast-paced, six week sprints that has impacted over 1.4 million medical professionals.
- Responsible for designing and maintaining over 300 screens in Sketch and interactive Invision prototypes.
- Leading design workshops where I discuss the best user-centered design practices we should incorporate into our product.
- Collaborating daily within a variety of teams consisting of designers, product managers, stakeholders, and developers both on and off shore.
- Presenting design decisions, wireframes, design systems, and prototypes to stakeholders on a regular basis.

#### **The College of New Jersey // Web Developer**

May 2015 – May 2017, New Jersey

- Developed and maintained 500+ websites for the college with WordPress, HTML, CSS, and JavaScript.
- Organized and maintained information architecture for seven different departments, keeping them efficient and consistent for user paths.
- Collaborated directly with the Deans, Professors, and Chairs of each department on their website requirements.

#### **Avanade, Inc. // User Experience Design Intern**

May 2016 – August 2016, New York City

- Mentored by Avanade employees on a variety of client projects, including Delta Airlines and Volvo Cars USA.
- Developed wireframes and prototypes on various innovation projects throughout the summer that improved user experience technical skills, presentation skills, and design thinking.

### Education

#### **The College of New Jersey**

August 2012 – May 2017

Computer Science (BS)

Interactive Multimedia (BA)

### Skills

#### **Product Design**

User Experience Design

Interactive Design

Wireframing

Rapid Prototyping

User Research

Visual Design

Usability Testing

Design Systems

Agile Development

#### **Software**

Adobe Creative Suite

Sketch

WordPress

Invision Prototyping

JIRA

Confluence

Axure RP

Microsoft Office

#### **Languages**

HTML

CSS

React.js

MySQL

Ruby

JavaScript