GRACIE LUNDELL

UX/UI Designer in Portland, OR

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Skills

Wireframing

Rapid prototyping

Product architecture

Responsive design

Human-centered approach

Microcopy

Brand implementation

Tools

Sketch

inVision

Adobe Illustrator

Google Analytics

Jira

Pen and paper

Know-how

CSS / Sass

HTML

Javascript

Agile

OVERVIEW

I am fascinated with how people make decisions and by the way options shape an experience. I implement user-driven design, cross-team collaboration, and well-planned wireframes to explore the who, what, when, where, and how that goes into a product every step of the way. I believe in making things hard to use wrong.

PROJECTS

Women Who Code — *Website redesign project*
ONGOING
I work as part of a volunteer group within the organization to revamp the Portland chapter's website. I collaborate with the team to meet requirements set by the chaper's leader, compile a components library, and pass off wireframes to design.

Alphaplants — *Self-set typography challenge*
MARCH 2018
As a way to practice pairing fonts, I set out to design a different poster for every letter of the alphabet using house plants as my muse. I set myself 3 elements required on each and enjoyed the challenge of arranging the same content 24 different ways (houseplants with common names starting with Q or X alluded me).

Grow — *Gardening App*
MAY 2017
A mobile gardening app designed to help people maintain their home garden plots. Through wireframes, exploring product ecosystems, and prototyping, I use this project as a way to show myself what I have learned each year as I move through my career.

EXPERIENCE

Scan123 — *UX/UI Designer*
AUGUST 2017 - PRESENT
As the only designer in the company, I collaborate across multiple departments.
- Rebranding of entire marketing website (built in Wordpress) and materials, including logo, colors, email campaigns, and language (using Sketch and Invison)
- UX/UI redesign of existing products (desktop client, web application, and Android app) using Google's Material Design library as a guide
- Implemented a design process to pass work between development, support, and design

Fyre Media — *Jr. Product Engineer*
SEPTEMBER 2016 - MAY 2017
As member of the Product Team, I worked closely with other designers and developers on multiple aspects of the booking platform to implement the core feature set.
- Contributed to the component library using Vue.js, Materialize, and Pug
- Wireframe the structure of the key feature of the product using Sketch for mobile and desktop
- Built and maintained prototypes using Invision

Black Tower Entertainment — *Remote Intern*
JUNE 2016 - JULY 2016
A five-week internship where I focused on CSS/ Sass and Ember.js for the soon-to-be released web game, Iron Vice.
- Managed and implemented the redesign for the lobby menu page
- Designed wireframes and lead discussions with the client to understand their vision
- Built the final design using Sass in conjunction with existing components using Ember.js