



# Gracie Lundell

## UX/UI Designer in Portland, OR

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### Skills

Wireframing	UX/UI
Rapid prototyping	Copy and microcopy
Product architecture	Brand implementation
Responsive design	

### Tools

Sketch	Wordpress
inVision	Jira
Good ol' fashioned paper and pen	

### 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 am working as part of a volunteer group with the organization to revamp their Portland chapter website. My role on the team is UX, working to meet set requirements, compile a complete components library, and pass off my wireframes to design.

**Alphaplants** — *Self-set typography challenge*  
MARCH 2018

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

**Grow** — *Gardening App*  
MAY 2017

Grow is 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 Invision)
- UX/UI redesign of existing products (desktop client, web application, and Android app) using the Material library as a guide
- Implemented a design process to pass work between the 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