Hannah Jane Ferry
UX Designer & Researcher

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Education

June 2020
Bachelor of Arts in Interactive Media Design, Minor in Computer Science and Software Engineering; *University of Washington Bothell*

Work Experience

2020 – Present
Retail Associate; *Amazon Books*

2018 – 2021
Sales Associate; *Fabletics*

2017 – 2019
Instructor; *Coding with Kids*

2016 – 2018
Sales Floor Team Member; *Target*

Accomplishments

In progress
Google UX Design Certificate

April 2021
Associate of the Month

November 2020
Employee of the Month

2017 – 2020
Dean's List

Skills & Abilities

Adobe Creative Cloud | Collaboration | Communication | CSS | Google Analytics| HTML | InVision | Java | JavaScript | Microsoft Office Suite | Organization | Prototyping | Sketch | Storyboarding | Time Management | User Research | Wire-framing

Project Experience

2019 – 2020
Project & Website Manager; *Kindling*
- Directed the team utilizing an agile development approach with weekly deliverables
- Managed and designed the projects website and social media accounts
- Created interactive prototypes using Adobe XD to test designs with users
- Presented project and its process online to over a hundred participants

2019 – 2020
Team Leader; *Interactive Media Design Capstone*
- Supervised web development team in creating a website to archive current and future Interactive Media Design student's capstone events
- Coordinated an in-person and online capstone event experience
- Collaborated bi-weekly meeting notes to share with team and centralize content

2019
UX/UI Researcher; *Flowplay*
- Facilitated in-person and in-game interviews
- Generated personas and scenarios before and after interviews to help form design ideas a user truly needs
- Presented design ideas to co-founder and CTO of Flowplay

2019
Project Manager & UX/UI Researcher; *Sustainability Website*
- Conducted surveys, interviews, and website walkthroughs
- Collaborated weekly with stakeholder to identify opportunities
- Presented two design solutions to stakeholder and students

2019
Lead UX/UI Designer; *Blockspot*
- Collaborated with stakeholder weekly on design requirements
- Designed logo, icon, and color scheme
- Developed wireframes and an interactive prototype