Ibby Dalrymple | Junior UX Designer

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SUMMARY:

I always knew that I wanted to work in the art world. After completing an art foundation course in Edinburgh, I realised that I wanted to turn away from subjective fine art in order to focus on objective functional design, as that which is aesthetic but also academically stimulating kickstarts my imagination. This was confirmed in me after working at various different incarnations of the art world. I therefore enrolled at GA's immersive UX design course and have since discovered a huge love and affinity for it. I want to pursue this in a professional capacity, and my dream job would be as a UX designer in a friendly and creative cross-functional team, building something that positively impacts people's lives.

SKILLS:

- Software: Sketch, InVision, Marvel, Trello, Zeplin. Basic knowledge of HTML, CSS and JavaScript.
- UX skills:
    - User research - user interviews, competitive analysis, field research, card sorting, information architecture.
    - Design - ideation, interaction design, user flows, user journeys, wireframe design, prototyping, testing and iteration.
- Soft skills: Work ethic, project management, time management, teamwork, individual work.

GA **User Experience Design Course, General Assembly.**   London. Sep - Dec 2018

Intensive 3 month industry-led course covering the full range of UX design skills and processes including research, design, prototyping, testing and iteration. We would start with a morning of lectures and activities. After lunch we would then have workshop time where would practice our new skills, work on our projects, and receive extra help from the instructors.

Concept project 1: App Blocker
In the one-week concept project, I was challenged with creating a mobile app for my classmate to aid them in their day to day lives. As Howie felt he was on his phone too much, I created an app blocker that was personalised to him. This project was about rapid prototyping and creating an interactive prototype of designs based on user research.

Concept project 2: Take Note Stationery
In weeks two and three, we were tasked with creating a mid-fi prototype of an e-commerce website for a Stationery shop. We used the lean UX model and Double Diamond to achieve this.

Concept project 3: Unplug
In fourth week, we went back to our projects from week one to work on the graphic design, and so developed our fundamental UI skills.

Concept project 4: Netflix Originals Microsite
During a two-week concept project, my team and I were asked to develop a microsite for Netflix originals. We created a high fidelity responsive prototype.