Iana Noda

Product Designer iananoda.com/portfolio iananoda.ux@gmail.com

Experience

UX Designer

Backcountry.com Sept 2019 - Apr 2020

- Delivered user research, wireframes, and high-fidelity mockups in collaboration with product manager and engineering teams
- Led UX strategy and product design to increase visitors for Steep&Cheap website
- Designer for special project to grow sales of Backcountry's self-branded product line

Product Designer

Freelance - link Sept 2019 - Dec 2019

- Worked with an engineer to create workflows and hi-fidelity mockups for an open-source
- Researched and incorporated mental models to improve users' spending habits

Pull Panda - link Jan 2018 - Apr 2019

- Lead Product Designer Led product design, reporting to CEO through company's acquistion by GitHub/Microsoft
 - Delivered multiple brand and product design iterations in support of new product launches
 - Improved user onboarding and engagement resulting in 40% MoM growth

UX/UI Designer

Designation Sept 2018 - Mar 2019 Real world project-based UX program. Led design for clients including:

League Swype, a startup building a digital wallet fo fantasy players. - link

- Worked with CEO and SMEs to brainstorm payment solutions within legal, financial, and technical constraints with the goal of creating a feasible MVP to spark interest on the market
- Created a unique reminder feature, a new onboarding process, an analytics dashboard, and new payment flows

The Eric Carle Museum of Picture Book Art, a non-profit museum.

- Conducted the target audience research to find business opportunities
- Designed a searchable catalogue to connect remote users to the museum's often overlooked educational resources

Education

Andrews University

Bachelor of Technology in Landscape Design, 2014 GPA [3.82] Magna Cum Laude

Skills

UX research Illustration Invision Photoshop Wireframing Motion graphics Zeplin After effects Prototyping Sketch Marvel HTML & CSS **Branding** Axure Illustrator **Bootstrap**