Iana Noda

Product Designer

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Experience

UX Designer

Backcountry.com
Jan 2020 - 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
- Designed for an initiative 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 budgeting app
- Researched and incorporated mental models to improve users' spending habits

Lead Product Designer

Pull Panda - link
Jan 2018 - Apr 2019

- Led product design, reporting to CEO through company's acquisition by GitHub/Microsoft
- Delivered 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 & Tools

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