

Luke J. Isitt

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SUMMARY

UX Designer with 5+ years of industry experience, specializing in UX Engineering for Enterprise web apps. Skills include User Interface Design, Visual Design, User Experience Design, and User Experience Engineering.

EXPERIENCE

COGNIVO // Greenwich, CT

User Experience Designer (UX)

May 2020 to Present

- Articulates design decisions and strategies to stakeholders and engineers using prototyping, Visual Design (UI Design) Interaction Design, wireframes and utilizes Figma, Adobe XD, and Photoshop for presentation.
- Brainstorms user personas, user flow, and information architecture. Performs User Research and User Testing throughout project design and development phases.
- Converts prototypes and design concepts into functional web apps in Agile Development and languages including HTML/CSS, CSS Preprocessors, JavaScript, jQuery, and C#.
- Collaborates with stakeholders to define and modify new or existing Design Systems, brand image, and CSS Libraries.
- Designs and develops the company's website with content management systems and performs numerous ongoing performance analysis, decreasing existing page speeds by up to 90% and increasing new monthly users by 383%.

SELF-EMPLOYED // Remote

User Experience Designer (UI/UX)

Sep 2018 to Mar 2020

- Extensively researched businesses and their audiences, clearly identifying overlapping goals and efficiently mediates shareholder and user needs.
- Performed numerous accessibility and usability tests to ensure consistent and long-term quality performance, reducing existing website page speeds by up to a minimum of 200%.
- Utilized Google Analytics to perform User Research and User Testing after product launch.
- Collaborated with and facilitated between marketing, design, and development teams throughout project durations.

SCHWEITZER ENGINEERING LABORATORIES // Pullman, WA

Technician Intern

Oct 2015 to Aug 2018

- Designed and developed automated applications for district Technicians and Electrical Engineers in C, C++, and C#. Applications resulted in a decreased testing time of up to 800%.
- Produced new software in small teams, clearly communicating concerns and ideas for better product quality.
- Refurbished outdated applications with modern programming standards, going above expectations, and implementing high quality user interfaces that met existing Design System Requirements.
- Clearly documented and communicated design pipeline, identified purpose, tracked time worked, anticipated project completion, expressed short and long-term goals and strategy.
- Created the company's district tutorial channel, SEL-Tube, by utilizing 2D/3D animation and modeling, graphic design, and motion graphics.

EDUCATION

WASHINGTON STATE UNIVERSITY

Completed coursework towards Doctor of Computer Science (D.C.Sc.) Software Engineering (2017).