

LUKE J. ISITT

User Experience Designer //
Front-End Developer

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Work Experience

Cognivo / UX Designer

MAY 2020 — PRESENT, REMOTE

Designs wireframes, mockups, prototypes, and more to communicate design ideas to stakeholders and engineers. Collaborates with stakeholders to define design strategy and interface components, creating the company's official design system. Balances user-centered, business, and engineering goals to satisfy both end-users and stakeholders. Designed and developed the company's reworked responsive website. Responsible for site maintenance.

Designs SaaS interfaces, and converts prototypes into front-end development without loss of fidelity. Mediates between front- and back-end engineers, utilizing HTML, CSS/SCSS, JavaScript, and C#.

Self-Employed / UX Designer

SEP 2018 — MAR 2020, REMOTE

Designed website and app layout through crowdsourcing and private contracting. Through anticipating audience interests, achieved up to +8,000% sessions within first 2 months after website relaunch; up to +901% new monthly users in 2020; and created an area of influence of up to a 250mi radius. Performed numerous tests to ensure consistent and long-term quality performance, reducing page speeds by up to a minimum of 200%. Adapted to communication gaps between designers, clients, and developers. Profoundly planned and demonstrated projects with wireframing, low-fidelity and high-fidelity prototyping, and interactive demos to clearly establish design elements and their purpose.

Schweitzer Engineering Labs / Technician Intern

OCT 2015 — AUG 2018, WASHINGTON

Designed and developed automotive applications for district Technicians and Electric Engineers in C, C++, and C#. Resulted in decreased testing time of up to ~800%. Produced new products in small teams, clearly communicating concerns and ideas for better product quality. Clearly documented pipeline, identified purpose, tracked time worked, anticipated project completion, expressed short and long-term goals. Refurbished dated applications with modern programming standards, going above expectations and implementing modern user interfaces that met company design restrictions.

Education

WSU / BASc, SWE

AUG 2017 - JUN 2018

Attended Washington State University as a sophomore in Software Engineering. Left after being contracted, and continued to study independently.

Skills

Design: User Interface design • Strategy & vision presentation • User flow • Wireframing • Low & High-fidelity prototyping • Motion design • Interaction design • Design systems • 3D animation • 2D animation • Graphic design • Web design • Product design

Prototyping: Rapid prototyping with Adobe XD & Figma • Interactive flow with Adobe XD or HTML/CSS/JS

Research: Data analysis with Google Analytics • Task analysis & persona hypothesis • Cognitive walkthrough • Experience goals

Development: HTML • CSS • SCSS/LESS • JS • Jquery • Node.js • C++ • C++/CLI • C# • Git

Collaboration: Self starter • Passionate • Facilitates industry terminology • Leader • Communicative • Flexible

Featured Projects

Cognivo: SaaS web apps for data cleansing, aggregation, visualization, and reporting.

Nursing NCE: SaaS mobile web app for creating learning opportunities for registered nurses.