KATELYN MICHALOVE

UX / UI DESIGNER

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SUMMARY

I am a UX / UI Designer based in Seattle with an instinct for empathy and visual design. I want to combine these skills and continue to grow in a position that requires both UX and UI Design.

SKILL SET

UX/UI Design
Visual Design
User Research
Market Research
Usability Testing
Information Architecture
Branding
Prototyping
Frontend Development

TOOLS

Adobe Creative Suite
Sketch
Figma
InVision
Maze
UseLoom
Usability Hub
Git & GitHub
HTML, CSS, JS

EXPERIENCE

Freelance / UX Designer

August 2018- present
Remote- Seattle

- UX Design- Competitive Analysis, User Stories, User Flows, Wireframing, Prototyping, User Testing
- Visual Design- Branding, High Fidelity Mockups, Prototyping, User Testing
- Frontend with Webflow and embedded HTML. See the website here sixth-tool-baseball.webflow.io
- Remote meetings to discuss branding, design direction, scope, and timeframe.

Procter and Gamble / Process Engineer

June 2017 - July 2018
Sacramento, CA

- Led troubleshooting group through the stages of problem solving from exploration to documentation
- Designed documents and a wellness program according to branding style guide.

PROJECTS

FitCollect / Android Prototype

Designed to give a single location for users to store their workouts. Performed user research, testing, visual design, branding, and prototyping.

EDUCATION

University of Tennessee / 2017 / BA Chemical Engineering

Bloc / 2019 / UX Design Apprenticeship

Remote program focused on designing 5 projects with consistent feedback through mentorship, grading team, and daily design critiques.