

# KATELYN MICHALOVE

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UX / UI Designer

katelynmichalove.com

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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](https://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.