Lisa Stanton

My passion for innovation through design and my diverse background helps me develop a sense of empathy and a curiosity of people and behaviors.

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EXPERIENCE

SciPlay Corporation – *UX UI Designer*

JULY 2021 – Present

Work cross-functionally with Product, Live-Ops, Dev, Art team and key stakeholders around key timelines and milestones.

Curate Style Guides and UI components as deliverables to all stakeholders.

Ensure the voice of the player is present by incorporating user feedback, usage metrics, and usability findings into design.

Design and participate in UX/UI research that includes competitive analysis, road mapping, identifying personas, and brainstorming optimal user experience within the our features.

Manage end-to-end design process with clients and coworkers that include primary research, cluster maps, site maps, wire-framing, feedback, and iteration based on usability testing.

Perform competitive analysis and holistic evalution to identify app redesign solutions.

TroutHouseTech - *UI Designer*

MAY 2021- OCTOBER 2021

Collaborate with UX UI Mobile Lead to assist other start up companies create low-fidelity & high fidelity mock-ups.

Assist with redesigning the company website.

Onboard List - *UX / UI Designer*

AUG 2020 - OCT 2020

Produce high quality UX design solutions for a small startup SaaS company through wire-frames, visual and graphic design, flow diagrams, storyboards, suite maps and prototypes.

Design UI elements and tools such as navigation menus, search boxes, tabs, and widgets for digital assets.

Further develop product branding and identity.

Collaborate with developers to improve user flows and accessibility within the website.

Create questionnaires to determine user personas.

Freelance - *UX UI Designer*

APRIL 2020 - MAY 2021

Utilized storyboarding, interactive prototyping, style guides, wire-frames, user experience & brand management while creating designs and logos.

Implemented user-centered design, information architecture & user testing on gathering research for brands and companies.

Practiced strong collaborative skills & problem resolution when it came to working on projects.

Built on mobile & responsive development to high fidelity mock-ups.

PROJECTS

Petal Cloud Service

A cloud service provided to users with the ability to collaborate with coworkers and family.

Researched user needs and pain points to set the user model.

Performed a competitive analysis of a diverse range of cloud storage platforms.

Created functional wire-frame prototypes with Figma.

Conducted usability tests and improved hi-fidelity prototype based on feedback and testing results.

Vivre Livre

A mobile application catered toward sustainability and book lovers.

Created functional wire-frame prototypes with Figma.

Conducted usability tests and improved hi-fidelity prototypes based on feedback and testing results

SKILLS

User Personas

User Interviews

Site Maps

Wire-framing

Competitive Analysis Prototyping

Task Flows

Style Guides

Persona Building

Fluent In Turkish

TOOLS

Invision

Figma / Sketch

Adobe XD

Lightroom

Photoshop

HTML & CSS

JavaScript

JQuery

Git

Github

Indesign

Illustrator

EDUCATION

Bloc 2019-2020
UX / UI Design Program

B.S Consumer Sciences Texas State University, 2016