

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.

EXPERIENCE

Onboard List — UX / UI Designer

AUG 2020 - OCT 2020

Produced high quality UX design solutions through wireframes, visual and graphic design flow diagrams, storyboards, site 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.

giggle — Visual Merchandising Intern

JUNE 2016 - AUG 2016

Produced a creative concept for Right Start and giggle holiday windows and in store decor.

Worked heavily with Adobe InDesign and Illustrator to produce low fidelity window mockups.

Surveyed customers to update music playlists appropriate for store locations.

Collaborated with Visual Merchandising Manager to create high fidelity window mockups.

PROJECTS

Petal Cloud Service — [Mobile](#) / [Web](#)

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 wireframe prototypes with Figma.

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

Vivre Livre — [Mobile](#)

A mobile application catered toward sustainability and book lovers.

Created functional wireframe prototypes with Figma.

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

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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