

# LISA STANTON

## UX / UI Designer

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## PROFESSIONAL EXPERIENCE

### Sales Admin | Kuper Sotheby's International Realty May 2018 - Present

- Work alongside development team to research and design for client side and server side of company's platform, Brokerage Engine.
- Quality Control of listings to ensure accuracy during syndication
- Manage office to maintain luxury real estate standards.

### Junior Business Manager | Dillard's Inc. Nov 2017 – May 2018

- Implement selling and merchandising strategies on the sales floor to increase sales performance.
- Led a team of 2-3 people to establish productivity and service goals in the junior department.
- Designed visual displays throughout the department to visually appeal to our customers.

### Turkish Data Scientist | Apple Dec 2016 – Nov 2017

- Curated incoming data from other countries and used it in a corporate environment for a large scale mapping application.
- Analyzed data from multiple global markets and used it to help better an international business product.
- Performed special side projects specific to major market updates within the client application.

### Visual Merchandising Intern | giggle June 2016 – August 2016

- Produced a creative concept for Right Start and giggle holiday windows and in store decor.
- Worked heavily with Adobe InDesign and Illustrator to plan windows.
- Surveyed customers to update music playlists appropriate for store locations.
- Collaborated with Visual Merchandising Manager for photoshoots.

## PROJECT EXPERIENCE

### 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 user model.
- Created functional wireframe prototype with Figma.
- Conducted usability test 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 prototype with Figma.
- Conducted usability test and improved hi-fidelity prototype based on feedback and testing results.

## EDUCATION

### Bloc

2019-2020

UX / UI Design Program

### Texas State University 2016

B.S. Family and Consumer Science  
Minor in Business Administration

## SKILLS

- User interviews
- User Personas
- Site Maps
- Wireframing
- Competitive Analysis
- Prototyping
- Task Flows
- Style Guides
- Persona Building
- Fluent in Turkish

## TOOLS

- InVision
- Figma
- Adobe Lightroom
- Adobe Photoshop
- HTML & CSS
- JavaScript
- JQuery
- Git
- Github