**Madeline Fisher**

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**EDUCATION**

**The University of Texas at Austin UX/UI Bootcamp –** UX/UI Design Certification ­ August 2021

**The University of Texas at Austin** – Bachelor of Science in Arts and Entertainment Technologies August 2021

Emphasis in Game Design

Major GPA: 3.78, Overall GPA: 3.29

**ACADEMIC PROJECTS AND TECHNICAL EXPERIENCE**

**Long Way Home |** *Scrum Master & Narrative Designer* Spring 2021

• Organized and facilitated project planning, daily stand-ups, reviews, retrospectives, and sprint planning meetings

• Lead team of 9 students for duration of the project as project manager

• Monitored scope of projects to ensure guidelines were adhered to and final deadline was met

• Headed and developed a game narrative that was cohesive with the overall game design

**Dual Nature (Mobile Prototype) |** *UX Designer* Spring 2021

• Conducted user research to understand how users typically made travel plans

• Synthesized and analyzed data from interviews to find common pain points

• Created and iterated wireframes based on testing feedback

**FCC Government Agency Redesign (Desktop and Mobile Prototype) |** *UI Designer* Spring 2021

• Assessed site’s current usability by completing heuristic evaluations and by redlining and annotating site pages

• Iterated our 3 individual card sorts into 1 team card sort and created 1 team sitemap

• Created and iterated wireframes based on testing feedback

**Heart of Texas Labr Rescue Non-Profit Redesign (Mobile Prototype) |** *UI/UX Designer* Spring 2021

• Analyzed site’s usability, redlining, and annotating sites pages and conducting heuristic evaluations

• Facilitated usability testing on initial site and on mid-fidelity prototypes

• Created responsive, cohesive, and accessible prototypes in a team of 3 students (tablet, desktop, and mobile prototypes)

**WORK EXPERIENCE**

**Lennys Grill & Subs |** *Cashier, San Antonio, TX* May 2019 - January 2020

• Operated cash register, took orders, collected payments, and provided accurate change

**Lifetime Fitness |** *Kids Activities Team Member, San Antonio, TX* June 2018 - January 2019

• Promoted fun, safe environment by monitoring activity of kids

**Lifetime Fitness |** *Rockwall Team Member, San Antonio, TX*June 2018 – January 2019

• Built guests confidence by promoting positive and encouraging climbing experiences

**McDonald’s |** *Crew Member, San Antonio, TX*August 2016 – June 2017

• Prepared quality products while maintaining portion control and presentation

**SKILLS**

**Computer Skills**: Unity 2D and Unity 3D, Slack, Trello, Miro, inVision, Figma, Adobe Creative Suite, Microsoft Office Suite, Google Suite

**UI/UX Skills**: Creative Thinking, Problem Solving, User-Centered Design Research, Wireframing, Interaction Design, Prototyping, Responsive Design, Teamwork, Communication, Adaptability, Interpersonal Skills, Collaboration, Time Management, Data Synthesis and Analysis, UI/UX Design, UX Writing, User Testing Plans, A/B Testing, Usability Testing, Accessible Design, Wireframing, Mockups, Information Architecture, Site mapping, Card Sorting, Storyboarding, Affinity Diagrams, User Persona Creation, HTML, CSS

**Method Skills:**  Agile Scrum, Design Thinking Process

**ACTIVITIES AND HONORS**

• **University Honors (3 Semesters)** Spring 2020 – Spring 2021

• **Radiant Church** | *Production Assistant* November 2019 – March 2020