Maxwell Morris

UX Designer / Researcher

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EXPERIENCE:

WISE Cities   **UX Designer / Researcher**   **June 2022-Present**
- Develop wireframes and prototypes in Figma of the administrative dashboard used to track app usage analytics.
- Participate in the usability design and QA testing of both the web and mobile versions of the organization's senior-oriented application.
- Collaborate with product team to plan and facilitate user interviews, testing, and focus groups at various senior centers in D.C. and Virginia.
- Grow company network through outreach to over 50 senior and community centers to increase research participants.
- Work in an agile-focused environment to meet team deliverables and discuss progress through stand-ups.

UnitedHealth Group   **UX Design Intern**   **June 2021-August 2021**
- Worked with a team to apply user-centered design concepts to expand the company's online presence through social media platforms that provide engaging, accurate, and accessible healthcare information to users.
- Conducted primary and secondary user research to identify user and business needs.
- Used Figma to develop wireframes and create high-fidelity prototypes for Facebook, YouTube, and TikTok platforms.

College Success Scholars   **Program Coordinator**   **May 2020 – Present**
- Promote diversity and inclusion by assisting over 150 Black and Latino young men with the transition to college and the professional world through networking, internships, and research.
- Personally guide and mentor a group of 5 students with low GPA's and check in on their progress weekly.
- Manage a team dedicated to providing internship/research opportunities to students through job boards, outreach, blog management, and data analysis.
- Increased the internship/research acquisition rate of program students by 10% in the 2022-2023 school year.
- Ensure students fulfill program requirements and leadership team collects/inputs data accordingly across four departments.

University of Maryland, College Park, MD   **Academic Peer Mentor**   **August 2020 - December 2020**
- Peer mentor for an Object-Oriented Programming course taught using Python over the course of 4 months.
- As a part of the instructional team, assisted 51 students and reviewed code for weekly exercises during designated office hours.
- Met one-on-one with students to tutor them with any concepts they needed help with.

EDUCATION:

University of Maryland – College Park, Maryland   **Expected Graduation: May 2024**
MS in Human-Computer Interaction

University of Maryland – College Park, Maryland   **Graduation: May 2022**
B.S. in Information Science / Minor in Japanese
GPA: 3.59/4.0

SKILLS:

- User Research
- User-Centered Design
- UI Design
- Wireframing / Prototyping
- Figma

- Adobe Creative Cloud (Photoshop, Illustrator)
- Front-End Development (HTML, CSS, JavaScript, React.js, Three.js)
- Responsive Web Design

- Object-Oriented Programming (Python)
- MySQL