



Maxwell Morris

UX Designer / Researcher

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• maxwell-morris.com

EXPERIENCE:

WISE Cities

UX Designer / Research

June 2022-Present

- Participate in the usability design and QA testing of both the web and mobile versions of the organization's senior-oriented application.
- Develop wireframes and prototypes in Figma of the administrative dashboard used to track app analytics.
- Collaborate with team to facilitate outreach and conduct user testing and focus groups at various senior centers in D.C. and Virginia.
- Work in an agile-oriented 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 design company 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.

College Success Scholars

Program Coordinator

May 2020 – Present

- Promote diversity and inclusion by assisting Black and Latino males with the transition to college and the professional world through networking, internships, and research.
- Act as a guide and mentor for a group of students with low GPA's and check in on their progress weekly.
- Lead a team dedicated to providing internship/research opportunities to students through job boards, outreach, blog management, and data analysis.
- Ensure students fulfill program requirements and leadership team collects/inputs data accordingly.

University of Maryland, College Park, MD

Academic Peer Mentor

August 2020 - December 2020

- Peer mentor for an Object-Oriented Programming course taught using Python.
- As a part of the instructional team, assisted 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

MS in Human-Computer Interaction

Expected Graduation: May 2024

University of Maryland – College Park, Maryland

B.S. in Information Science / Minor in Japanese

GPA: 3.59/4.0

Graduation: May 2022

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
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