

# Wendy Davenport

## UI Designer

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(530)558-5659

## Skills

- UI Design
- Storyboarding
- UX Writing
- Interaction Design
- Wireframing
- Prototyping
- User Testing
- HTML/CSS

## Software

- Figma
- Google Suite
- Adobe XD
- Visual Studio Code
- Miro
- InVision
- GitHub
- Procreate

## Education

### Trilogy UX/UI Design Bootcamp

November 2021 - May 2022

- 24-week intensive UX/UI program consisting of six individual design projects
- Accelerated curriculum to promote hands-on training with scenarios applicable to real-world industry

An enthusiastic problem-solver who will bring pixel perfection and a dollop of charisma to any project, team, or tea party!

## Experience

### Nuance

March - May 2022

- Participated in all aspects of design process, from initial research and ideation to front-end development
- Translated Figma prototype and style guide into functioning web page with use of HTML, CSS, and JavaScript

### Don't Shoot PDX

February - March 2022

- Contributed to user research including user personas, storyboarding, and user testing
- Managed final auditing for pixel-perfection prior to presenting final prototype
- Designed interactions for high-fidelity web page mockups, promoting user interactions aligning with Don't Shoot PDX's priorities

### Privy

December 2021 - January 2022

- Performed extensive research into Privy's target demographic with particular focus on users with accessibility needs
- Collaborated on overall design and aesthetic for prototypes and mockups
- Produced UX writing/mirocopy throughout application to maximize usability
- Designed interactions for high-fidelity mobile prototypes with an emphasis on accessibility

### Studio Pontouf

Since 2012

- Co-Founder of this small art, design, and mural business
- Apprenticed with professional mural painter since childhood
- Managed commission negotiations with clients including several high-profile patrons
- Prepared mockups and presentations for clients' approval