Wendy Davenport

UI Designer

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Portland, OR

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

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

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
- Collaberated 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 commision negotiations with clients including several high-profile patrons
- Prepared mockups and presentations for clients' approval