

Mitchell Lowry

UI/UX Designer

Contact

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[LinkedIn](#)

Baton Rouge, LA

Skills

Technical

Adobe XD

Adobe AI

Marvel

Professional

Problem Solving

Creative Thinking

Communication

Teamwork

Education

CareerFoundry

Jan 2021 - Jan 2022

UI Immersion

CareerFoundry

Nov 2020 - Dec 2020

Intro to UI Design

Profile

Goal-focused UI Designer with a newfound enjoyment for UX research, skilled in prototyping and wireframes. Currently taking a frontend development course to expand my knowledge of HTML, CSS, and JS. Successful in creating new features for all apps created for course work. Check out my Behance [portfolio](#) for examples.

Experience

Chef/Butcher

TA's Productions, Baton Rouge, LA

Sept 2017 - present

- In a brand-new commissary model, workshopped and iterated procedures for supplying goods to four restaurant locations
- Drove production increase from \$100k/week location to four locations requiring over \$400k/week
- Led team in procuring and producing product worth over \$100,000/week

Back of House Manager

Chimes Highland/Parrains, Baton Rouge, LA

July 2014 - Sept 2017

- Responsible for the training of new Managers
- Led team of 40+ while improving communication between Back of House and Front of House teams
- Increased batch cooking productivity to meet sales of \$100,000/week

Back of House Manager/Front of House Manager

Another Broken Egg Cafe, Baton Rouge, LA

July 2013 - July 2014

- Worked with back of house and front of house vendors to negotiate services to keep food cost below 28%
- Honed customer service skills by doing 100% table visits to ensure positive guest experiences

Kitchen Manager

Parrains, Baton Rouge, LA

Sept 2009 - July 2013

- Managed and scheduled a crew of up to 40 people
- Executed ordering and inventory sales of \$100,000/week
- Negotiated prices with vendors to keep food cost below 30%