

Prince Owusu Attah

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Experience

Liquidnet

May 2018- August 2018
New York

User Experience Design Intern

- Brainstormed and ideating and development of a new alert and notification system for the Virtual High Touch (VHT) application using UX methodologies and WCAG 2.0 which drove quick user response.
- Owned the development of new user flow for making orders and chatting Liquidnet mobile application.
- Authored and developed a new form validation and error recovery system for Liquidnet 5 – Enterprise SaaS application which reduced users’ cognitive load.
- Handed off data visualization assets for rapid prototyping for the Liquidnet 5 updates.
- Collaborated with developers to create intuitive forms for the HELM platform for ease in collating member credentials for internal use.

Purdue University

Sep 2017 - May 2018
West Lafayette

Web UI Designer

- Designed and prototyped the graduate school funding website for development from scratch.
- Debugged the GSPD website using HTML 5 WAI-ARIA tags to make it ADA Compliant.
- Visualized social media campaigns, icons, web assets, brochures, visiting cards, infographics, posters, and logos

Critplus

June 2017- August 2017
West Lafayette

Product Designer

- Implemented user flows and advanced product concepts through wireframes, mockups, prototypes and visual design

Eastern Illinois Uni.

January - May 2017
Charleston

Design Consultant

- Designed and coded responsive email templates for the Office of International Students.
- Rebranded of the School of Technology & Sustainable Energy's online branding.

Tools

Design

Sketch
Adobe CC
Figma
Zeplin (Hand-off)

Prototyping

Invision
Axure
Marvel
Principle
Adobe After Effects
Powerpoint

CAD /Game Dev

Rhino3D
SolidWorks
Keyshot
Unity3D

Awards

Winner

October 2017
Liquidnet

Liquidnet Design Competiton

Led a group of Six members as the product designer to build an enterprise mobile app version of Liquidnet 5 that met all SEC and Security compliance requirements to engage young traders.

Winner

October 2017
IEEE Phoenix Conference

IEEE VIS 2017 Design Competition

Best Infomation Visualisation themed designs.

Education

M.F.A in Interaction Design

Purdue University, West Lafayette, USA
August 2017 – (2020) **Present**

M.A Graphic & Interactive Media

Eastern Illinois University, Charleston,USA
August 2016- May 2017

B.A Industrial Art

Kwame Nkrumah University of Science and Technology, Kumasi,Ghana
August 2010- May 2014

Skills

User Research / Analysis

Building user experience maps
User Research / Analysis
Creating User Personas
Task Analysis
Field Study
Business Model Canvas
User Testing
Heuristic Evaluation
A/B Testing
Think-aloud Testing
Guerrilla Usability Testing
Affinity Diagram

User-centric Interface Design

Wireframing
Information Architecture
Data-driven Visual Design
Responsive Design
Understanding Cognitive Psychology in Design
Affinity Diagram

Prototyping

Low-fidelity / Highfidelity Prototyping
Animation/Motion Graphics
Sketching

Development

HTML 5
CSS 3
Javascript
Arduino
Unity3D C#

Social



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[behance.net/poattah61b4](https://www.behance.net/poattah61b4)