

Maya Brooks

Interaction Designer

maya.brooks@email.com

Professional Summary

Interaction Designer with 6 years of experience creating intuitive, responsive, and engaging user interactions across web and mobile interfaces. Skilled at translating user needs into elegant design patterns that enhance usability and retention.

Skills

UX & UI Flows, Interaction Design, Motion Design, Prototyping, Design Systems, Usability Testing, Accessibility Design, Figma, Framer, Microinteraction Design

Experience

Interaction Designer - FlowReach Labs (2020 - Present)

- Developed interaction patterns for SaaS dashboard interfaces, improving NPS by 18%.
- Created prototypes with smooth animations for user testing and handoff.
- Maintained and evolved interaction documentation for internal design system.

UX/UI Designer - MotionGrid (2017 - 2020)

- Defined wireframes and interaction specs for high-traffic B2C platforms.
- Conducted usability tests and contributed to multi-platform design consistency.

Education

B.S. in Interaction Design, California State University, Long Beach, 2016