

<b>Sarah Tencher</b>	www.sarahtencher.com sarahtencher@gmail.com 530-545-9328												
<b>Experience</b>	<p><b>The Walt Disney Company</b> • UX Designer • April 2021 - Present</p> <p>Complete extensive discovery, lay the foundations for complex redesigned enterprise tools, and deliver low- to high-fidelity designs validated and tested with users, all while proving the strength and value of UX and our processes</p> <p>Directly contribute to business goals by creating designs that break down complex problems into usable interfaces, allowing users to do their jobs more easily, efficiently, and confidently</p> <p>Reduce time to market for new features by focusing on scalable and repeatable design patterns</p> <p>Manage several nuanced project engagements and relationships simultaneously and negotiate for time, innovate where appropriate, and discuss trade-offs in how to deliver</p> <p>Work closely with developers to understand their limitations and iterate designs to better fit business timelines and development constraints without losing sight of user needs</p> <p>Create high-fidelity, fully interactive prototypes to support qualitative and quantitative user research and testing efforts</p> <p>Collaborate with internal teams to define a new visual language and design system to span the entire enterprise suite of applications (over 800)</p>												
	<p><b>Rebellion Training</b> • Product Designer • Dec 2017 - April 2021</p> <p><b>Rehearsal</b></p> <p>Beginning with strategy and feature definition, planned, designed, and developed parts of the administrative side of the enterprise web application with executives and managers in mind</p> <p>Maintained consistent visual language and brand experience across user interfaces within the app and corporate website</p> <p>Planned and conducted usability tests and iterated on the synthesized and analyzed findings</p> <p><b>Understand.com</b></p> <p>Analyzed user needs and current interaction trends to plan, redesign, and develop patient education tools globally</p>												
<b>Projects</b>	<p><b>Mission Control</b> • March 2023 - Present</p> <p>Through collaborative problem-solving, navigated complex demands to deliver practical solutions, ensuring final designs aligned with business needs, design principles, and design system guidelines for a complex supply chain status tool</p> <p>Beginning with low-fidelity wireframes, iteratively designed and user-tested, gradually increasing in fidelity as appropriate</p> <p>Communicated with developers and problem-solved around development constraints</p> <p><b>Enterprise Design Language</b> • April 2021 - Sept 2023</p> <p>Supported the creation and implementation of a new enterprise-wide design system</p> <p>Collaborated with internal teams to create scalable and accessible components, specifications, and design documentation</p> <p><b>Program Profitability System</b> • March 2022 - March 2023</p> <p>Digested and studied the 30-year-old application, organizing functionality and data into information flows and architectures</p> <p>Conducted discovery interviews with key users resulting in personas and journey maps</p> <p>Beginning with low-fidelity wireframes, iteratively designed and user-tested, gradually increasing in fidelity as appropriate</p> <p>Communicated with developers and problem-solved around development constraints</p>												
<b>Education</b>	<p><b>University of California, Berkeley</b> • August 2013 - May 2017</p> <p>Bachelor of Arts, Cognitive Science Minor, Computer Science</p>												
<b>Skills &amp; Tools</b>	<table> <tr> <td>UX/UI Design</td> <td>Information Architecture</td> <td>Figma</td> <td>HTML &amp; CSS</td> </tr> <tr> <td>Wireframing</td> <td>User Research</td> <td>Sketch</td> <td>Javascript</td> </tr> <tr> <td>Prototyping</td> <td>Usability Testing</td> <td>InVision</td> <td>React</td> </tr> </table>	UX/UI Design	Information Architecture	Figma	HTML & CSS	Wireframing	User Research	Sketch	Javascript	Prototyping	Usability Testing	InVision	React
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