Hello
I'm Sarah Elliott

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LinkedIn Profile
Portfolio

Summar

My objective is to build a career in User Experience Design, focusing on coding. I have expertise in user research, surveying, data analysis, problem evaluation, and working with Scrum to establish project goals and deliverables. I have collaborated with team members on projects to overcome challenges and provide outstanding outcomes for clients and stakeholders.

Skills

Knowledge of User Research Design, User Experience, User Interface Design, and User-Centered Design. Proficient in Figma, Figjam, Adobe Suites, Miro, Drive, Trello, and Invision. Able to create surveys, complete competitor analysis, user flows, wireframing, Mid-Fi, and Hi-Fi prototyping.

Experience

December 2022

Travel App Base Design, – *Lead UX Designer/UI Designer*

Miro, Figma, Figjam, Photoshop, Illustrator, XD, Google Drive

- Researched potential problems for users with covid.
- Researched how different countries are reacting to post covid travel and the limitations thrust upon travelers.
- Conducted 5 initial user interviews, followed by 6 user tests for the prototype and 6 final user tests for the finished HIFi.
- Completed a detailed competitor analysis of all relevant travel apps.
- Produced a completed wireframe pertaining to the main elements of the problem statement.
- After analysis of user tests on said wireframe, edited and produced a HIFi of said wireframe.

January 2023

Garden App Base Design, – *UX Designer*

- Evaluated common user problems and worked with a team to create a Gardening app called "Mintly" to guide the garden enthusiast toward an attainable goal.
- Conducted a competitor analysis of common gardening apps on the market- through evaluation we led to creating an easy-to-follow design with minimal effort for the user.
- Conducted multiple user interviews to start the project
- Conducted social media surveys to obtain simple information about the garden enthusiast.
- Conducted multiple user tests of the completed wireframe with teammates to gather insight into the usability of navigation and button placement.
- Assisted in an original Logo design for said gardening app
- Completed a user flow to guide the app development process
- Assisted in wireframe, and Hi-Fi construction and completion.

February 2023

Government Website USDA Redesign, *– Lead UX Designer/UI Designer*

- Conducted 5 guerilla user tests to understand the main complaints with the original USDA page
- Conducted a Heuristic Evaluation of the website to understand the pain points
- Constructed a prioritization matrix and sight map in order to begin the redesign process
- Created a header and footer navigation redesign first in order to gather more user feedback
- Created a completed wireframe for desktop and mobile
- Conducted more user tests to acknowledge the pain points
- Reconstructed and created a HI-Fi prototype for both desktop and mobile
- Sent to the USDA for consideration as an alternative

Education

December 2022- June 2023

George Washington University, Washington DC *– UX/UI Certificate*

Bootcamp focused on User experience and User Interface Design from an accredited and well-known school.