Stephanie Dykes

UX Designer

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DESIGN SKILLS

Personas
Affinity Mapping
Contextual Inquiry
Heuristic Evaluation
Rapid Prototyping
Usability Testing
Interaction Design
Communication

DESIGN TOOLS

Sketch	InVision
Illustrator	Photoshop
Axure	Balsamiq
AfterEffects	Unity

PROGRAMMING

HTML / CSS	Java
Bootstrap	Python
Javascript	Arduino

EDUCATION

Georgia Institute of Technology - Atlanta, GA

M.S. Digital Media, *GPA 3.88*	**Aug 2016 - May 2018**
B.S. Computational Media, *GPA 3.70*	**Aug 2012 - July 2016**

EXPERIENCE

The Home Depot - Atlanta, GA

UX Design Intern **June - Aug 2017**

— Designed a dashboard for senior managers to view and analyze contact center data, trending issues, and transcripts, providing insight into previously unaccessible data.
— Facilitated design studios, critiques, and retrospectives.
— Conducted user research in multiple business areas, including contextual inquiry and interviews with chat agents, supervisors, and managers at call centers and store support center. Facilitated collaborative synthesis of the findings with my team afterwards.
— Validated product designs with usability testing, utilizing paper and interactive Sketch / Invision prototypes.

ADP - Alpharetta, GA

UX Design & Development Intern **May - Aug 2015**

— Designed several iterations of a fully-responsive mobile first direct deposit web application, adjusting interface layout, component placement, and user flow.
— Implemented the above-mentioned designs using HTML, AngularJS, Sass, and Javascript.

PROJECTS

Civil Rights Museum Exhibition **Oct - Dec 2017**

— Collaboratively designed an museum exhibit about women of the civil rights movement. Final artifacts included an introduction, poster series, interactive prompt, and digital timeline artifact.

Botanic: Herbal Wellness Guide **Nov - Dec 2016**

— Designed an app for beginner herbal medicine makers, based on ethnographic research. Observed and participated in the practice, interviewed herbalists, and tested an interactive InVision prototype.

Green Guide Copenhagen **Jan - May 2016**

— Designed a context-aware app to facilitate Copenhagen becoming a carbon-neutral city via supporting green businesses. Studied culture of the city, designed script for street interviews, tested interactive InVision prototype with two potential users.