Sylvana Howton

UX / UI Designer

ABOUT

Hi, I'm Sylvie! 🧷

I am a UX/UI designer with a focus on visual design and a passion for social-impact, human-centered design projects.

CONTACT

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EDUCATION

University of Southern California

Bachelor of Arts in Media Arts + Practice

August 2015 - May 2019

SKILLS

Design

Visual User experience Interaction Journey-mapping Illustration Prototyping

Tools

Sketch Photoshop After Effects
Figma Illustrator Premiere Pro
Adobe XD InDesign Keynote

Code

HTML/CSS Javascript Jquery

Languages

English French

FOLLOW ME

LinkedIn

linkedin.com/in/sylvana-howton

Instagram

@sylvanarose.design



EXPERIENCE

Food is Good (Fig) — Lead Designer

August 2020 - Present

Created, designed, and launched four products (Chrome Extension, grocery web app, company website, and grocery scanning app). Conducted user research through user interviews, validated prototypes with PURE evaluations, and developed user personas. Envisioned the product strategy with stakeholders. Designed a component library of more than 200 components that met WCAG and accessibility guidelines, created social media and PR assets, set branding guidelines, and QA-ed designs with developers.

Discz Music — Freelance Designer

December 2020 - August 2021

Designed a music discovery app that reached #1 on the App Store music charts in Germany, the Netherlands, and the UK; and #12 in the US within 6 months of its launch. Created the logo, branding, social assets, app screens, and user experience.

American Automobile Association — UX/UI Designer

June 2019 - March 2020

Worked across content, product, and UX teams to create a site-wide redesign of AAA. Created a design system of interchangeable components and synthesized the future of AAA Travel from a company UX workshop.

Pierce Brosnan — Web Design Intern

November 2018 - November 2019

Designed and maintained the web pages for piercebrosnan.com and poisoningparadise.com with Wordpress.

Ludlow Kingsley — Design Intern

November 2018 - June 2019

Created site maps and wireframes, designed new products, and assisted with the branding for the various clients of Ludlow Kingsley.

NBCUniversal Dreamworks — Franchise Creative Intern

January 2018 - June 2018

Designed style guides, mood boards, product mockups, composed graphics, trend research, and digital media for the marketing and franchising of Dreamworks films.

INVOLVEMENT

IDEO CoLab Makeathon

October 2019

One of 60 participants in an 8 hour makeathon focused on designing for social impact. Created a product from start to finish that would encourage lower income consumers to purchase more sustainably.

USC Code the Change — UX/UI Design Lead

August 2017 - May 2019

UX/UI designer for the creation of various mobile and web applications made for social non-profits pro bono