Sarah Clark

UX Designer & Multimedia Professional in Fort Lauderdale, FL, USA

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Skills

- **Core UX skills** (information architecture, interaction design, accessibility, research, user testing, prototyping, iteration, giving & receiving feedback)
- Experience with **agile/scrum methodology**
- Experience designing for **multiple devices**
- **Front-end development** experience, mainly with HTML/CSS, some javascript
- Illustration, especially with **vector graphics**
- Experience creating and updating **design systems**
- Working proficiency in **Spanish**

Tools

- **Figma** for prototyping, collaboration, animation, and organizing assets
- **Adobe Illustrator** for vector graphics/illustration
- **After Effects** for motion graphics
- **Blender/Maya** for 3D modeling & UV mapping
- **Unity Engine** for 2D games and interfaces

Experience

Volunteer UX/UI Designer

April 2022- present
Mount Vernon, WA, USA; Remote

NorthWest Fruit (Orchard & Ecological Research Center)

- Restructured information and visuals for increased clarity and visual hierarchy, with the goal of making potential members feel more comfortable starting the onboarding process
- Implemented volunteer-friendly systems for site maintenance and updates, as those updating the site in the future may not always be experienced in web development and maintenance practices

UX Design Intern

February - April 2022
USA; Remote

Agxactly Crop Insights (AgTech Startup)

- Restructured communication and flight recording systems according to insights from user research, resulting in fewer missed flight opportunities and more efficient use of drone pilots' working hours
- Solved additional problems as they were presented to me

Student UX Designer

February - May 2022
Berlin, Germany; Remote

Raft (CareerFoundry UX Immersion Project)

- Designed a responsive web app from ideation to handoff as part of CareerFoundry's UX design bootcamp
- Made 3 evidence-based prototype iterations, each performing better than the last

Technical Artist & Art Team Lead

November 2020 - May 2021

Orlando, FL, USA; Remote

GeoNova Gaming (ongoing team passion project)

- Designed and implemented an idea-to-reality pipeline for the artistic team that resulted in GeoNova's first game being finished several months sooner.
- Created a game art style guide, resulting in increased clarity and a shared vision among the art team.

Urban Design Concept Artist

Contracted February - March 2020

Winter Haven, FL, USA; Hybrid

Carter and Kaye Civil Engineering

- Created renderings of a walkability improvement concept in downtown WinterHaven according to the visions of leading engineers, resulting in the City's approval to begin the project.

Patient-Experience Improvements

November 2019 - January 2020

Orlando, FL, USA

Student Health Services at the University of Central Florida

- After working at UCF SHS for one year, I was invited to participate in strategic planning as a representative with three perspectives in one (student, patient, employee).
- Designed and presented patient-centered solutions to ongoing patient experience issues, including parking permits, building navigation, and appointment scheduling.

Education

UX Design Bootcamp

January - July 2022

Berlin, Germany; Remote

CareerFoundry

- 400+ hours of study in an intensive, project-based, mentored training program focusing on core UX skills
- A project-based specialization in front-end web development

B.S. Administration; Digital Media Minor

Graduated April 2021

Orlando, FL, USA

University of Central Florida

- A Bachelors of Science in Health Services Administration from the UCF Burnett Honors College
- A minor in digital media covering a wide variety of topics including web development, film, graphic design, 3d modeling, web accessibility, UX content creation, and visual storytelling

Additional Coursework

August 2018 - Present

Online

LinkedIn Learning

- Courses: Video Production and Editing, Video Script Writing, Video Foundations: Cameras & Shooting, 2D Animation: Walk Cycles Basics, 2D Animation: Character & Attitude Walk Cycles, Outlook Essential Training 2020