

# Stephanie Cain

## Product Designer

scain.design 

contact@scain.design 

<https://www.linkedin.com/in/skcain> 

<https://github.com/skcain> 

### Skills

|                      |                          |
|----------------------|--------------------------|
| Graphic design       | Typography               |
| User-Centered design | Accessibility            |
| UX research          | Front-end development    |
| UX design            | Content development      |
| Service design       | Information architecture |

### Programs

|             |                  |
|-------------|------------------|
| InVision    | Ustertesting.com |
| Adobe Suite | Balsamiq         |
| GitHub      | Sketch           |

### 2016 Fellow | Code for America, January to the Present

- UX researcher, designer and front-end developer,
- Researching local and federal workforce system,
- Designing print material and web-based interfaces, and
- Working directly with city officials to improve job seeker engagement with the workforce system.

### Visual Information Specialist | OSMRE\*, February 2015 to December 2016

#### Web

- Two website re-designs and basic website maintenance,
- Conducted user research and usability tests, and
- Improved accessibility/508 compliance and SEO of existing websites.

#### Graphics

- Printed material for public outreach and meetings,
- Re-designed two logos.

#### Video Development

- Captured and edited video to highlight an Abandoned Mine Land (AML) project.

#### System Design

- Created a universal web request system,
- Developed an online dynamic employee organizational chart.

### Web Design Intern | AmeriCorps/OSMRE\*, September 2012 - February 2015

- Created print, web and media documents in support of public outreach and internal affairs, and
- Supported online training by helping to develop, edit and produce videos.

### Bachelor of Arts Cum Laude | Carthage College, May 2012

Studio Art and Graphic Design

\* The Office of Surface Mining Reclamation and Enforcement