Stephanie Cain
Product Designer

10 years professional and 4 years industry experience

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Skills/Programs

Visual Design	Front-end development	Usertesting.com
UX Research	Content development	Balsamiq
Agile	Information architecture	Sketch
Moderating design sprints	Stakeholder management	InVision
Sketching/Drawing	Community outreach	Adobe Suite
Collaborative design	Public speaking	GitHub
Wire-framing	Photography/Videography	Atom

2016 Fellow
Code for America
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*
2014–2016

Web
- Two major website re-designs and basic maintenance of existing websites, and
- Improved accessibility/508 compliance and SEO of existing websites.

Graphics
- Developed several large printed posters for public meetings,
- Re-designed two award logos, and
- Developed printed marketing material for educational purposes.

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, and with contact information.

Web Design Intern
AmeriCorps/OSMRE*
2012–2014

- 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.

Carthage College
2012

Bachelor of Arts Cum Laude
Studio Art and Graphic Design

* The Office of Surface Mining Reclamation and Enforcement