

Stephanie Cain

Interaction Designer

scain.design 

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

<https://github.com/skcain> 

Skills

Visual design	Typography
Human-Centered design	Accessibility
System design	Front-end development
User research	Information architecture
Prototyping	Content development

Software

InVision
Adobe Suite
GitHub
Balsamiq
Sketch

Interests

Boxing
Reading
Chess
Hiking
Creating

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 award 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