

Michael Douglas

UX/UI Designer

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Design Software

- Figma
- Adobe XD
- Photoshop
- Illustrator

Aventiv

Lead UI Designer | Jan 2021 – May 2023 | 100% Remote

- Lead UI Designer for the AllPaid project
- Deliverables: Flowcharts, Sitemaps, User Flows, Wireframes, Prototypes, and Graphics
- Used Adobe XD to edit, update, and create wireframes and prototypes
- Followed existing style guide to update prototypes and add new screens
- I also worked on designs for other projects: AdminCenter, GovPayNet, and JPay
- Used JIRA and Trello to track my design tasks
- I collaborated with the team through weekly department meetings and daily chats through Microsoft Teams.

BlueSky eCommerce

UI Developer | July 2019 – May 2020 | Noblesville, IN

- Primary UI developer on the Midwest Veterinary Supply e-commerce project
- Used VSCode to write CSS to fix layouts and components
- Refactored views to fit style guide requirements
- Tested views against the style guide on the test server
- Documented tickets and hours in JIRA
- Collaborated with the team during weekly meetings

Graphic Design and UX/UI Design Education

Self-Taught | Jun 2017 – July 2019

- Took online courses on the fundamentals of Graphic Design and UX/UI Design
- I learned how to apply my design skills using Figma and Adobe XD
- Redesigned my website and deployed it using a static-site generator www.11ty.dev
- I continue to improve my design skills through books, courses, and projects

Navient

UI Developer | Nov 2016 – Jun 2017 | Fishers, IN

- I was the primary UI Developer building views for an MVC, .Net application
- Used Visual Studio 2015, ASP.Net Razor, HTML5, CSS3/SCSS, Bootstrap 4, Node, Gulp, JavaScript, and jQuery
- I fixed defects found by the testers
- I attend daily Scrum meetings to go over defects, project progress, and upcoming tasks
- The projects required 508 compliance to support screen readers like JAWS