

Tyler Millien

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Experience

UI/UX Designer, AI-Powered Productivity App

2024

- Designed the interface and visual system for a productivity tool using language-based predictions to help users plan their day more efficiently.
- Led usability and user flow testing sessions, gathering qualitative and quantitative feedback to iterate on core features like task categorization, reducing friction in key user flows by 25%.
- Communicate design goals and specifications with developers to refine user interfaces, implement key design components and determine the feasibility of various elements and features

Graphic Design Consultant, US Fish and Wildlife Service

Feb 2024 - May 2024

- Utilized analytical problem solving to identify user needs and further implement usability improvements for guests and patrons through user research and testing
- Coordinated with cross-functional USFWS teams to align design objectives with conservation goals.
- Synthesized qualitative and quantitative research into actionable design solutions for early-stage prototypes, bridging the gap between technical complexity and intuitive user experience.

Graphic Design Intern, Infinera

May 2023 - Dec 2024

Boston, MA

- Managed daily design needs, including minor document revisions, graphic manipulations, and internal documentation for the entire 3000 employee company under tight deadlines.
- Produced and managed a library of 50+ digital assets such as web graphics, animations, and collateral for use inhouse and at 15+ tradeshow
- Created assets to present key concepts visually, enhanced visual communications during weekly collaborative sessions with the creative team
- Worked independently to analyze key performance metrics to refine ad strategies, maximize ROI, and enhance campaign effectiveness on LinkedIn, Facebook, Instagram.

Club Programmer, UMass Design Club

Sep 2023 - Dec 2024

- Planned and scheduled regular club meetings and events
- Created slides, identified materials needed to complete objectives
- Facilitated meetings and using feedback to ensure they run smoothly and efficiently
- Guided discussion, balanced participation, managed time constraints and fostered an inclusive learning environment

Skills

Key Skills

Adobe Creative Cloud (Photoshop, Illustrator, InDesign, Acrobat), Branding, Color Theory, Content Segmentation, Figma, Hierarchy, HTML/CSS, Layout, Typography, Visual Design, User Centered design, UX Design, Web Design, Wireframes

Soft Skills

Adaptability, Attention to Detail, Collaboration, Communication, Leadership, Organization, Problem Solving, Project Coordination, Time Management

Education

University of Massachusetts Amherst

Class of 2024

Bachelor of Fine Arts in Graphic Design, Minor in Art History
Certificate in Design and Creative Technologies