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| Objective To obtain a challenging UI/UX Designer position  where my creativity, problem-solving skills, and experience in designing engaging and user-friendly interfaces can be utilized to enhance user experiences and drive business objectives. |  | Angelica Astrom  UI/UX Designer  I am passionate about designing digital experiences that are both visually stunning and intuitive, and always strive to create designs that delight and engage users. | |
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| CONTACT  * [angelica@example.com](mailto:angelica@example.com) * www.interestingsite.com * (212) 555-0155 * New York City, NY  EDUCATIONSCHOOL OF FINE ART BFA, Graphic Design  20XX SKILLS  * UI/UX design * User research * Usability testing * Project management |  | |
| ExperienceSenior UI/UX Designer PROSEWARE, INC.Jan 20XX - Dec 20XX Managed the design team and mentored junior designers to improve design quality and efficiency. Created wireframes, prototypes, and high-fidelity mockups for a variety of web and mobile projects. Worked closely with clients to understand their needs and goals and translate them into effective design solutions. | |
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| UI/UX Designer PROSEWARE, INC.Oct 20XX - Jul 20XX Led the redesign of the company's e-commerce platform, resulting in a 25% increase in sales. Conducted user research and usability testing to inform design decisions and improve the user experience. Collaborated with development teams to ensure designs were implemented accurately and efficiently. | |
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| UI/UX Designer RELECLOUDFeb 20XX - Oct 20XX Conducted user research and developed user personas to inform product design and development. Designed user flows, wireframes, and prototypes for a mobile app that won several industry awards. Worked closely with the development team  to ensure designs were implemented accurately and efficiently. | |