WILLARD GIVENS IV

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User Experience Design Projects (*Titles are hyperlinked*)

Books N Bucks

Los Angeles, California | January 2021 - April 2021

- Contributed to the design and development of a dashboard catered to elementary students in LAUSD.
- Collaborated with product managers to determine the design direction and tech stack of the product.
- Exercised Git Workflow, Design Thinking, and Agile Software Development with a team of 5 others to satisfy the needs of product stakeholders.

Apple Messages Editing Feature

Los Angeles, California | January 2021

- Independently reviewed a common user pain point in Apple's existing *Messages* application and developed an effective solution for it.
- Utilized a comprehensive UI kit on Figma to ensure adherence to Apple's Human Interface Guidelines.
- Evaluated the technical feasibility of the feature's implementation.

Econia

Los Angeles, California | August 2020 - November 2020

- Applied the Design Thinking Framework from end-to-end with a team of 4 others to conceive and design a new digital product aimed at educating young adults on recycling.
- Integrated insights from user research and usability testing into multiple design artifacts including personas, empathy maps, a sitemap, wireframes, and a final prototype with over 20 screens.

Work History

Operations Office Assistant / USC School of Cinematic Arts

Los Angeles, California | August 2019 - May 2020

- Resolved at least 20 office visitors' concerns and requests each shift, helping afford SCA students a positive and seamless academic experience.
- Implemented a method for employee mail sorting and filing, ultimately streamlining mail delivery for 50+ SCA faculty per shift and ensuring organizational efficiency/productivity.
- Supervised the training of new hires for 3 months, swiftly acclimating them to the office's culture and processes.

Resident Assistant / USC Residential Education

Los Angeles, California | August 2019 - May 2020

- Ideated and managed engagement activities for 200+ residents, promoting wellness in the living community.
- Consulted with 11 co-RAs to allocate a budget over $2,000, ensuring financial viability of community events.
- Facilitated community seminars twice per month, helping expand the worldviews of USC's student body.

Skills

Design / UX

Design Thinking Process • User Research • Wireframes
Design Systems • Prototyping • Usability Testing •
Design Tools (Figma, Miro)

Development

HTML5 • CSS3 • CSS Frameworks (Bootstrap/Tailwind)
• SCSS • JavaScript • Module Bundlers (Webpack) •
Git/GitHub • NPM • PHP • MySQL

Education

University of Southern California - Bachelor of Science (B.S.), Music Industry

Minor**: Web Technologies and Applications**

GPA: 3.5 / 4.0

August 2017 - May 2021