Steph Cain

hi@yourfriendsteph.com

765-490-1776

I'm a user advocate and typography nerd, a lover of graceful interactions and interpreting data into requirements. Connecting the dots between psychology, design, and helping people makes every day of my career fulfilling.

Interim Creative Director

AUGUST 2015 – PRESENT · MONKEE-BOY WEB DESIGN, INC.

Manage department of designers. Facilitate in requirements gathering, scope new projects, conduct design critiques, collaborate with PM on process and scheduling. Lead UX/UI on company's biggest projects.

UX/UI Designer

MAY 2013 – PRESENT · MONKEE-BOY WEB DESIGN, INC.

Lead responsive redesign and app projects from strategy and concepting through visual design. Collaborate with content strategy and development teams. Pitch all functionality and design. Determine project tools and requirements. Developed the company's answer to User Testing packages.

Production Designer

DEC 2012 – MAY 2013 · MONKEE-BOY WEB DESIGN, INC.

Executed day-to-day website maintenance design for existing clients. Assisted in responsive web design projects. Led identity and print projects. In April 2013 took ownership of three redesign projects.

Inbound Marketing Specialist

MAY 2011 – DEC 2012 · MONKEE-BOY WEB DESIGN, INC.

Developed the company's Inbound Marketing program. Designed marketing landing pages and newsletters. Began taking on production designer work in July of 2012.

VOLUNTEER

AUG 2014 – PRESENT
ACC: Web and Interactive Advisory Committee

AUG 2014 – SEPT 2014
Velma Magazine

AUG 2014
SheDesignATX

NOV 2013 – JAN 2014
OpenAIR Accessiblity Challenge

OCT 2010 – DEC 2010
Craftfoxes

EDUCATION

PURDUE UNIVERSITY, 2009
BA Communication; Mass Media

AWARDS

2015 Muse Gold Award
2015 Silver TAM Wilder Award

SKILLS & METHODS

Photoshop	InVision	Sketching	Information Architecture
Illustrator	Wireframing	HTML/CSS	Requirements Gathering
After Effects	Prototyping	Chrome Developer Tools	Digital Publishing Suite
InDesign	Art Direction	Sauce	User Testing with various tools
Sketch	Storyboarding	User Persona Development	User Centered Design