

Savannah Robinson

UX/UI Designer

www.savannahux.com

SKILLS

UX/UI Design

Design Systems

Prototyping

Design Thinking

Agile Methodology

Usability Testing

Interaction Design

Visual Design

User & Task Flows

User Research

Persona Development

Information Architecture

TOOLS

Figma

Sketch App

UXPin

InVision

Zeplin

Abstract

Adobe Creative Suite

EDUCATION

UX/UI Design - Design Lab

Jan. - May 2019

Full time, UX/UI design immersive program. 480+ hours

UX Design - Bellevue College

July 2017 - Aug. 2018

Part time, UX design certificate
190+ hours

BS Product Design - University of Oregon

Sept. 2011 - June 2015

Minors in Business and Multi-media
Deans list 2014

Study Abroad - Santa Reparata International School of Art

June - July 2014 in Florence, Italy

Art history & drawing

EXPERIENCE

Accenture - User Experience Designer

Seattle, WA | Oct. 2019 - present

Mobile Telecommunication Company - Sr UX Designer

- Designing and iterating the customer dashboard and company's customer facing website based on usability testing to create a better customer experience.
- Collaborating with designers, researchers, and copywriters to improve the customer's journey, develop more engaging content through videos and animations, and overall build trust with the customers.
- Creating user journey maps to define customer interaction through all touch points including email, sms, mobile app, and website.
- Presenting mobile first wireframes and interactive prototypes to stakeholders in weekly reviews.

Technology Company - UX Designer

- Responsible for designing MVP and post MVP features for a multiple capability experience that allowed internal teams to work better and faster, and improve customer value and delivery throughout the customer lifecycle.
- Collaborated with researchers and designers to determine the user's journey through internal brainstorms, weekly user feedback sessions, and bi-weekly stakeholder discussions.
- Identified post MVP features from user feedback sessions and designed 5 new features to improve user efficiencies.
- Designed 20+ wireframes and interactive prototypes to hand off to development.

Mobile Telecommunication Company - UX Designer

- Collaborating with an agile team to designing a design system website and the component libraries for web and native iOS products.
- Redesigned the design system website UI and information architecture based on findings from usability testing, card sorting and tree testing.
- Presented bi-weekly for stakeholder buy-in of 30+ wireframes and interactive prototypes in UXPin in order to hand off to development team.
- Increased design system website SUS score from 68.75 to 82 in MVP design and identified usability improvements for upcoming iterations.
- Increased usability and accessibility of 20+ web components by redesigning the UI to meet WCAG 2.0 AA standards and aligning with existing brand guidelines.
- Audited and redesigned 25+ iOS components to meet WCAG 2.0 AA standards and prototyped each component for usability testing.
- Adapted 15+ existing components to the 5 iPadOS split view app screen widths and prototyped each component for usability testing.
- Researched iPadOS 14 UI enhancements / new features and redesigned 10+ patterns to be used with Apple's latest operating system.

Freelance - Website Designer

Remote | Oct. - Dec. 2018

- Led client meetings to understand their business goals which were to strengthen their online presence and increase the number of new business leads.
- Conducted market research and a competitive analysis in order to understand their users and industry trends among the competition.
- Developed the site's information architecture based off of patterns identified in competitive analysis and an understanding of the content to be used on the site.
- Designed the UI of the site by creating a style guide of the color scheme, fonts, and images that represented the brand.