Ciara Butler
User Experience Designer

www.ciarajbutler.com

SKILLS

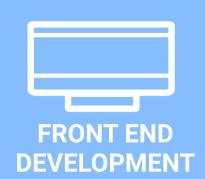| DYNAMIC PROTOTYPING	RESPONSIVE DESIGN	INTERFACE DESIGN	MOBILE DESIGN	FRONT END DEVELOPMENT

Work Experience

Web.com / UX Designer II
Dec 2017- Current, Jacksonville

I am currently, the lead experience designer for a B2B web application for analytics. I'm responsible for gathering all quantitative and qualitative data along with owning the interface redesign of the product.

I've added value by increasing customer engagement by 46 %; by designing a custom dynamic emails for the marking team to use for the product's customers. Increased application engagement by 35% by designing features for updating customer's business information through mobile interaction.

iSleep / Interaction Designer
Apr 2017- Dec 2017, San Francisco, CA

I worked on this B2C mobile app project with a team of stakeholders. Built the remote design team standards for the telecommute protocol and process for seamless handoff. Secured over 45 user surveys; interviewed 10 users remote/in-person under a two-week period.

Conducted user testing remote/ in-person. Responsible for defining the user model and designing the interface for functionality. Designed the prototype for testing.

Guilt Trip / User Experience Designer
Sep 2016- Apr 2017, San Francisco

Owned the User Experience for this mobile app. I designed the clickable prototype that helped secure additional seed funding. Layed out detailed wireframes that met with stakeholders approval and conducted research.

Increased team efficiency on multiple projects by introducing a diverse option of production tools. Organized the product's deliverables in an easy-to-use library. Facilitated group brainstorming sessions.

Skills

Design:

Storyboarding / Illustration & Sketches / Visual & Graphic Design/ Wifeframes & Mockups using Sketch App / Style Guides / UI Design/ Mobile & Desktop/ B2B & B2C/ Adobe Suite/ SketchUp / Revit / AutoCad

Prototyping:

Invision for static prototyping / Proto.io for animated and interactive prototype / Motion Design using Premier and Final Cut Pro/ HTML & CSS / Keynote

Research:

User Testing (remote and in-person) / Analytics (Google & Pendo) / A & B Testing / Suveying/ User Interviews/ Personas/ User Flow / Information Architecture / Mood Board/ Onsight shadowing & observation

Organization:

Strategizing and problem solving by product roadmapping / Agile & Scrum / Lean UX / Facilitating Google Sprints / Jira / Trello / Bascecamp / G-Suite

Education

General Assembly / UX Design
2016 , San Francisco
Focused on the user experience process along with best practices, tools, and methodologies.

Acad. Art Univ. / MFA Prod. Design
Aug 2009- May 2012 , San Francisco

Designed projects in 2D & 3D mixed media. Using illustration, graphic design, editing, storyboarding.

Florida A & M / BS Tech Theatre
Aug 2004- May 2008 , Tallahassee, FL

Conceptualized projects in technical theater and stagecraft. Using construction, lighting, 3D modeling, and drafting.