

UX Designer

Thinking creatively to help people solve problems is my passion. Years of working in social and emotional learning environments has shaped me into an empathic team player. Transitioning to UX Design, I have worked in both startup and corporate environments.

caleighmclaughlin.com
caldmclaugh@gmail.com
802-779-5392

EXPERIENCE

UX Designer

THREE SHIPS 2021-present

- design and update a portfolio of 20+ paid media websites
- ideate and redesign features for CRO A/B testing based on design best practices
- collaborate closely with business partners to ensure their vision is met
- present work to stakeholders and iterate based on feedback
- write acceptance criteria and own hand-off to developers
- work in Scrum framework

UX/UI Designer

CHORD HEALTH 2020-2021

- worked as the sole designer for mobile and web platform at musculoskeletal medical device startup
- communicated with stakeholders, developers and CEO for everything from design conception to continual app updates

UX Design Intern

RIPEMETRICS 2020

- collaborated on UX/UI team to improve cannabis industry customer experience platform
- performed user research and designed wireframes, lo-fidelity and high-fidelity mockups

PROJECTS

Chord Health

<http://bit.ly/chordhealth>

- designed remote patient monitoring mobile app for patients with musculoskeletal conditions and provider-facing web app including UI prototype in Figma

Furward

<http://bit.ly/furward>

- conceptualized and designed free pet care exchange app for neighbors including creation of logo and branding identity and UI prototype in Figma

EDUCATION

UX Design Program

BLOC.IO 2019-2020

- learned industry best practices and design process standards with a focus on UX Research, Visual Design, and Front-end development
- created and deployed projects while learning new tools and framework and collaborating with a senior product designer

BA, Sociology

SYRACUSE UNIVERSITY 2009-2013

- developed in-depth understandings of how societies operate
- learned quantitative research methods, theory and a wide variety of sociological issues

SKILLS & TRAININGS

Soft Skills

- Active listening, Empathy, Flexibility, Patience

Hard Skills

- Design Tools: Figma, Adobe XD, InVision Studio, Git, Github, Chrome DevTools, Jira, Asana, Confluence, draw.io, Lucidchart
- User-centered: Surveys, Competitive analysis, Persona building, Journey mapping, Wireframing
- Front-End: HTML5, CSS3, JavaScript

Trainings

- Figma Master | Matt Wierzbicki
- The Ultimate Figma Masterclass | Designership
- Scrum Team Member Training | Scrum Inc.
- Digital Accessibility Foundations | W3C