LAUREN PERRY

UI/UX DESIGNER

CONTACT

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- 📍 Seattle, WA

SKILLS

Adobe Creative Suite
Sketch
Invision
Figma
MS Office Suite
Agile Development & Scrum
JIRA
HTML, CSS, Javascript
Wordpress

EDUCATION

UC BERKELEY
Bachelors Of Architecture, 2008

UNIVERSITY OF WASHINGTON
Web Development Certificate, 2013

SCHOOL OF VISUAL CONCEPTS
Information Architecture, 2019
Visual Design For UX, 2018

REFERENCES

KARLA HORTON
Design Client, Amphenol, Unicep
509.344.7200

NOS NARIN
Previous Employer, Catch Studio
206.240.8650
nos@catchstudio.com

JILL BERGER
Design Client, WPHP
425.345.2439
jberger16@yahoo.com

EXPERIENCE

UI/UX - GRAPHIC DESIGNER

VERDANT SERVICES 2018-PRESENT

Design User Interface and User Experience for custom built enterprise applications for fortune 500 companies.

- Work closely with clients and product owners to gather requirements and create designs tailored to their business needs.
- Advocate for user needs and priorities as well as business objectives to create intuitive, straightforward web applications.
- Led initiative on creating design systems for our products. As the first UX Designer at Verdant I created the company's UX process and laid the groundwork for how all future projects would be handled.
- Work in 2 week scrum cycles, work effectively with a team or independently.
- Create graphic design collateral, branding identity, logos and web pages.

WEB DESIGNER / GRAPHIC DESIGNER

CATCH DESIGN STUDIO 2013-2018

Responsible for creating and managing all websites for Catch Studio clients. Updated clients' websites, fixed bugs. Point of contact communicating directly with clients to ensure their websites meet their specific needs. Managed DNS and hosting on company server for clients' websites.

Designed brand identity, logos, restaurant menus, in-store signage, and graphic assets for websites and email marketing.

Assisted with interior design business - built 3D models in Sketchup, architectural plans in AutoCAD, design packets in Illustrator.

GRAPHIC DESIGN LEAD

POINT INSIDE 2009-2013

Led a team of 4 graphic artists in design and production of over 1,300 maps of malls, airports, theme parks and other venues.

Set design standards for maps. Updated standards over time to accommodate functionality improvements and new features, and improve user experience.

Created UI/UX demos for sales team to show potential customers. Designed landing pages, banner ads, interactive buttons and other assets.

Trained new hires, delegated graphics work from executives to team members. Acted as liaison between graphics team, executive team, clients and partners.