

# HANNAH BARE

## UXUI DESIGNER

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## About

I am a self-starter who is highly motivated to continue to expand my knowledge and experience in the UI/UX field. I am an excellent communicator, detail-oriented, meticulous, and focused on achieving defined results. I have experience in creating low and high fidelity wireframes, clickable prototypes, pitch work, and layout designs among others.

## Experience

### LEAD UXUI DESIGNER

*Savviest | March 2018 – Present*

- Responsible for improving brand identity, the onboarding workflow, the user workflow, and the overall UI design.
- Conducted heuristic evaluations and usability tests on beta release to find user patterns, needs, and painpoints of software.
- Affinity mapped data to uncover personas, user themes, and provide data driven suggestions to stakeholders.

### UX DESIGN SUMMER INTERN

*Trimble Inc | June 2018 – Sept 2018*

- Responsible for creating and conducting surveys and interviews for new estimation software.
- Created low fidelity wireframes and conducted usability tests.
- Designed user persona template for international usage.
- Developed a comprehensive cross-divisional product catalog to identify design patterns and find opportunities for collaboration.

### DIRECTOR OF OPERATIONS

*Grove Foundation | Jan 2016 - Nov 2017*

- Applied digital marketing strategies into managing website and enhanced social media presence.
- Supervised employees and managed 20 school gardens for standards-based experiential learning.
- Led the strategic design, planning, and execution for program expansion through the creation of the Pilot Program.

## Education

### HCI/UI DESIGN CERTIFICATION

*University of Minnesota | Sept 2018*

- Studied psychology, user research and design, prototyping and evaluating user interfaces.

### FRONT-END ENGINEERING

*Turing School of Software and Design | Winter 2017*

- Studied HTML, CSS, and basics of Javascript

### URBAN STUDIES

*School of Design, Art, Architecture and Planning | June 2010*

- Studied at the School of Design, Art, Architecture & Planning combining passions for interaction design in physical spaces.

## Skills

### Design

Ideation Creation  
Wireframing  
Clickable Prototypes  
Information Architecture  
Interaction Design  
User Persona Creation  
Customer Journey Mapping  
Design Sprints  
Digital Graphic Design  
Original Artwork  
Brand Identity  
Sketching

### Research

User Research  
Product Research  
Usability Testing  
A/B Testing  
Affinity Mapping

### Tools

Social Media  
Sketch App  
Adobe Suite  
Realtimeboard  
Invision App  
Asana  
Abstract

### Programming

HTML  
CSS