

# Christopher Brown

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A UI/UX designer trained through a boot camp at the University of Utah (2023). As a former elementary school educator (2018-2022), I have experience with presentation skills, storytelling, and project management. I also have experience working as a contracted writer doing sponsored articles for various publishers across the United States (2022-2023).

## Skills

**Visual Design:** Experienced in crafting visually appealing designs that effectively communicate the brand's message and enhance the overall user experience.

**Software Proficiency:** Well-versed in utilizing various software tools to support the UI/UX design process. Demonstrated proficiency in:

- **Figma:** Proficient in using Figma as a versatile design tool for creating wireframes, mockups, and prototypes. Skilled in collaborating with team members, sharing design assets, and maintaining design consistency throughout the design process.
- **GitHub:** Experience using GitHub for version control and collaborating with developers. Experienced in working with Git repositories to manage design files and facilitate seamless integration between design and development workflows.
- **Slack:** Experienced in using Slack as a communication and collaboration platform to facilitate efficient team communication, file sharing, and project coordination.
- **Google Slides:** Skilled in utilizing Google Slides for creating visually appealing presentations to communicate design concepts and project progress to stakeholders.
- **Trello:** Knowledgeable in using Trello as a project management tool to organize tasks, track progress, and collaborate with team members.

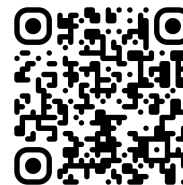
**Coding:** Possess a foundational understanding of coding principles, particularly in HTML, CSS, and Javascript. Able to collaborate effectively with developers to ensure the successful implementation of design elements.

**UX Research Process:** Knowledgeable in the end-to-end UX research process, including user interviews, surveys, and usability testing. Skilled in gathering and analyzing user feedback to inform design decisions and improve the overall user experience.

## UI/UX Projects

### Survivor Companion App:

With 45 seasons worth of challenges, strategy, and backstabbing, Survivor has become a staple in homes across the world. In 2021, Survivor debuted a new era with faster gameplay and more twists and advantages thrown to the players. I created this Survivor companion app to help track a player's tribe history, advantages, and to catch those hidden scenes after the episode airs. Its the perfect companion to any castaway's viewing experience.



Skills demonstrated: UX Research, problem solving, wireframing, decision making, design, user testing, iterations, prototyping, Figma design.

### Apple Music App - Feature Implementation:

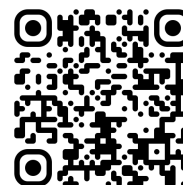
In this case study, I view one of my most used apps, Apple Music, and highlight potential features that could make the music experience even better. I take the app through various stages of the UX/UI research and design process to show the implementation of these features.



Skills demonstrated: UX Research, prototyping, Figma design, iconography, style guide, decision making.

### Goodreads Website Redesign:

With a group of fellow bootcamp students, we identified a website that we would love to see improved upon. My group chose the beloved Goodreads website. With an impressive app, but a poor website, we conducted research and tests to identify what was wrong with the current site, and then created a functioning responsive web design to help bring users back.



Skills demonstrated: UX Research, prototyping, Figma design, website redesign, style guide, wireframing, front end development, html, css, javascript.

## Experience

May 2022 - Present

### **NativeAdWorks – Writer**

- Analyze prompts and publisher notes.
- Interview expert sources for research.
- Research topics and gather relevant and reliable sources.
- Write articles using AP style.
- Collaborate with editor and publisher on content ideas and edits.

August 2018 - May 2022

### **Copperview Elementary and Heber Valley Elementary – Teacher**

- Led a team of 3 teachers as we set goals, collaboratively planned, and analyzed data. Also acted as a liaison between the students/teachers and the administration.
- Established relationships with my student's parents, through various communication methods, to collaboratively accomplish goals.
- Educated students according to the national standards and based on each student's needs.
- Wrote multiple grants to receive funds for various technology tools to be used in my classroom.
- Represented my school at the district level. As a district team, we were able to create a scope and sequence for district teachers to follow after analyzing data, teacher input, and in collaboration with top district administrators. Required to collect, analyze, and present data on up to 600 students from the school I represented.

## Education

August 2023

### **University of Utah – UI/UX Bootcamp Certificate**

May 2019

### **Utah Valley University – Bachelor's Degree in Education**