Designer

leahwilliams2019@gmail.com (214) 957-6163

Skills

- · UI/UX Design
- · Research
- · Verbal
- Communication
- Written
- Communication
- Presentation
- · Leadership
- · Python
- · Organization

· Time Management

 Figma • Unity · AI ML Software

• Illustrator

InDesign

Photoshop

· Microsoft Word

· Microsoft Excel

· Microsoft PowerPoint

- · Github
- · Canva

www.leahw.design

Education

The University of Texas at Austin Master of Science in Information Studies - UX Design Aug 2023 - May 2025

The University of Texas at Austin Bachelor of Science in Informatics - UX Design Jan 2022 - May 2024

Southern Methodist University Bachelor of Business Administration Aug 2015 - May 2019

multiple projects in fast-paced environments. Adept at time management and creative thinking to deliver high quality projects on time. Experienced working collaboratively with cross-functional teams. Proven collaborative leadership, design, and communication skills. Versed in Python, Figma, Unity, Microsoft Office, Photoshop, and the design and research

Self-driven, passionate, and innovative UX Designer with ample experience in managing

Leah Williams

Projects



IMajor App Design Team Leader, Researcher, Designer

- Managed the project as team leader using a collaborative leadership approach to assign
- · Conducted background research, competitive analysis, and first stage user interviews
- · Developed an affinity diagram, stakeholder map, and personas using Figma and
- Sketched storyboards and created a description of the features, the user flow via Figma, and paper prototypes.
- Designed interactive wireframe prototypes on Figma and conducted user testing.
- · Created an interactive, high-fidelity prototype and presented project.



Reddit Search Feature Critique and Redesign

- · Evaluated the user interface and usability of Reddit's search feature.
- Designed paper prototype sketches based on several identified weaknesses with the
- Created high fidelity prototypes on Figma for the UI of each phase in Reddit's search



Video Games and Mental Health: Designing a Research Study

- Conducted background research into videogames and developed research problem.
- Selected my epistemology, identified my research question, defined data collection method and analysis.
- Created an abridged proposal for a research study to explore the impacts of video games
- Designed and presented a presentation to one of my research focused professors and other research students.

Work Experience



UX Design Capstone Intern Jan 2024 - April 2024

- · Conducted research and interviews with our target audience to determine our users' needs.
- · Created a persona reflecting the users' needs, goals, and behaviors identified from our research and
- · Collaborated with researchers, designers, and project managers to develop and refine a high-fidelity prototype in Figma
- · Designed content and visuals to be used for prototypes, final deliverables, and presentations.



Brook Partners Inc Commercial Property Manager May 2020 - Jan 2022

- Employed organizational skills to ensure projects and daily operations run smoothly and finished on time.
- · Led teams of service providers to complete over 100 projects across multiple subsidiaries of the company.
- Served as the go-between for a cross functional team to host five yearly wholesale markets for our tenants.
- · Managed design, progress, timeline and costs of construction projects.
- · Oversaw and managed four commercial properties and ensured timely collection of rent.



Brook Partners Inc Marketing Coordinator Nov 2019 - May 2020

- Designed innovative content to engage with a wider variety of potential followers.
- · Created content promoting our space to current and prospective tenants.
- · Managed five social media platforms and launch bimonthly email campaigns.
- · Hosted five yearly markets for our tenants and their customers.
- · Promoted transparent communication with our tenants through monthly newsletters.