

# Sean Gardner

UX / UI Designer | Austin, Texas

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## Education

### Master in Graphic Design

North Carolina State University  
Raleigh, NC | May 2012 to May 2014

### Post-Bacc in Graphic Design

Maryland Institute College of Art  
Baltimore, MD | Aug. 2011 to May 2012

### BA in Print Journalism

University of New Mexico  
Albuquerque, NM | Aug. 2004 to May 2010

## Skills

- Graphic Design
- Illustrator
- User Experience Design
- User Interface Design
- prototyping
- User research
- Wireframe
- UX
- User Experience
- Sketch
- Adobe

## Work Experience

### UI/UX Designer

Clearheard / Accenture - Austin, TX  
July 2017 to Present

Use evidence-based design to solve problems worth solving to create an experience that delivers smarter outcomes. Use framework Problem Solution Mapping (PSM) to optimize user experience around a standard set of goals, problems, and solution hypotheses — research and validate with data. Applied PSM to find the issues and generate hypotheses that will translate into a design solution that will test with users.

Design wireframes, prototypes, and mockups to illustrate how the design solves the problem. Lead moderated and unmoderated research to better understand the user, problem, or solution. Employ the learnings to create research results to share with the team and clients. Work with clients throughout the process to understand how data-driven design can change their digital assets.

### UI/UX Designer

IBM - Austin, TX  
June 2015 to May 2017

Redesigned dash Db and now on Watson Machine Learning team as a visual designer. Create user flows from stories assigned. Create artifacts such as user scenarios and thumbnails. Showcase interactions and collaborate with visual designers to create hi-fidelity wireframes. Facilitate design thinking workshops with stakeholder to solve users' problems. Assist researchers with creative assets to support design decisions.

### UI/UX Designer

Tekzenit - Irving, TX  
May 2014 to May 2015

Conduct product research to create Customer Journey maps and visual interface. Gain product knowledge to help visualize interface. Work with Product Analysis and Product Owner to create wireframes from user stories and personas. Coordinate with Visual designers to translate the feel of the website. Work with team to keep patterns consistent for each flow. Work with User Experience Architect to create flows for given tasks.

### UI/UX Designer

Tekzenit - Irving, TX  
May 2014 to May 2015

Worked at the magazine to create a monthly edition. The magazine includes history and information about the state of New Mexico. Assist staff in designing department, features and house ads for print editions. Coordinate with special projects design director to acquire maps for the layouts.