

Sean Gardner

UX | UI Designer

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PROFILE

Passion to transform abstract concepts into either visual or product designs.

EXPERIENCE

Senior Designer • Stronghold Resource Partners

Jul 2017 - Aug 2020

Worked closely with our product management team to understand the complex domain of oil & mineral rights and create strategic solutions on an iterative timeline. We used lean research methodologies and had problem-focused initiatives with an emphasis on user validation.

UX | UI Designer • Clearhead / Accenture

Jul 2017 - Aug 2020

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.

UX | UI Designer • IBM

Jun 2015 - May 2017

Redesigned dashDB 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.

User Experience Designer • tekzenit

May 2014 - May 2015

Conduct research to understand product by creating Customer Journey maps. 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.

SKILLS

Advanced Knowledge

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

EDUCATION

Master in Graphic Design

2012 - 2014

North Carolina State University

Post-Bacc in Graphic Design

2011 - 2012

The Maryland Institute College of Art

BA in Print Journalism

2004 - 2010

The University of New Mexico