

DEBRA GLADWIN

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SKILLS

DESIGN

Wireframing
Prototyping
User Flows
Sketching
Design Sprints

RESEARCH

Usability Testing
Contextual Inquiry
Heuristic Evaluation
Journey Mapping
Personas
Surveys

TOOLS

Sketch
Figma
Illustrator
Flinto
Invision
Axure

EXPERIENCE

PRAXENT

Senior Product Designer / Jan 2019 – Present

Lead user research and UX design for projects with a wide variety of clients. Collaborate with a multidisciplinary team from the proposal process through to discovery, design, and implementation. Plan, conduct, and synthesize user research, as well as create low- and high-fidelity mockups, prototypes, UI kits, and other design artifacts. Work with other senior colleagues to carry out internal design initiatives and mentor junior team members.

IDEAN

Senior Interaction Designer / Jan 2018 – Jan 2019

Interaction Designer / Jun 2016 – Jan 2018

Led user research and UX design for projects with numerous clients. Collaborated with designers, developers, and project managers. Planned and executed user research and usability studies, conducted workshops with clients, created wireframes, visual mocks, user flows, personas, and clickable prototypes.

MUTUAL MOBILE

Senior Interaction Designer II / Aug 2015 – Jun 2016

Interaction Designer II / Aug 2013 – Aug 2015

Owned UX design on a variety of mobile and web projects, which involved scoping, wireframing, information architecture, and prototyping. Collaborated closely with user researchers, designers, and developers to ensure an optimal user experience.

EDUCATION

MASTER OF HUMAN-COMPUTER INTERACTION

Carnegie Mellon University / Graduated Aug 2013

BACHELOR OF ARTS IN PSYCHOLOGY

Franklin & Marshall College / Graduated May 2012