

Summary

- I am a User Experience Designer with over 18 years of experience.
- I have a passion for designing high-quality user experiences, finding the ideal balance between business requirements, system limitations, and the needs of the User.
- I am adept at describing technical problems and solutions to both technical and non-technical audiences.
- I have experience with E-commerce, Telecommunications, Pharmaceutical, Real Estate, Design Agencies, Public Relations, Non-Profits, and Training industries.
- I am a proven and effective manager of a large team.
- I am highly organized, super efficient, and I enjoy solving problems.

Skills

- UX Design
- Interaction Design
- Prototyping
- Human-Centered Design
- Data-Driven Design
- Content-Driven Design
- Lean UX Design
- User Research Testing
- Information Architecture
- iPhone & Android Application Design
- Mobile & Desktop Website Design
- Web Application Design
- Responsive Design
- Team Management

Professional Experience

Committee for Children, Seattle, WA

December 2016 – Present

Senior UX Designer

Responsible for the overall UX experience across many websites, including thousands of pages behind a login.

- I collaborate closely with business decision makers in order to define requirements.
- I perform all aspects of User Research Testing in order to test designs in front of actual Users.
- I create card sort studies and surveys in order to collect User feedback.
- I work closely with an agile development team throughout the planning, design, development, and release cycles.

LiveAreaLabs, Seattle, WA

March 2016 – December 2016

UX Designer

I created wireframes, user interaction flows, site maps, and prototypes to communicate the vision for the client's e-commerce site. Worked closely with the business analysts to create new processes and tools for aligning our documentation. Presented mockups to external clients as well as internal executives with ease and confidence.

Wunderman (contract), Seattle, WA

February 2016 – March 2016

UX Designer

Using the creative brief and working in collaboration with other designers, I created wireframes, user interaction flows, site maps, and prototypes to build out the ideal user experience.

Nordstrom (contract), Seattle, WA

November 2015 – February 2016

UX Designer

Collaborated closely with business decision makers and the agile development team in order to define requirements, wireframes, prototypes, and an icon for a new internal tool.

AT&T (contract), Bothell, WA

March 2014 – October 2015

UX Designer

I created wireframes, user interaction flows, site maps, and prototypes to build out the ideal user experience.

- Worked on delivery of UX artifacts for a large project that was delivered in a very tight timeframe and partnered with business and development in order to meet delivery dates.
- Worked as part of the core team responsible for designing the next evolution of the AT&T digital styles for all online properties. Included setting standards for dozens of elements for desktop, tablet, and mobile, as well as ensuring the designs were responsive.

Amazon (contract), Seattle, WA

May 2013 – February 2014

UX Designer

I created wireframes, mockups, visual design comps, prototypes, icons, images, user flows, workflows, mobile applications, mobile website pages, website page elements and more for 2 different teams (Coupons and Amazon Dash) at Amazon in a Lean UX and Agile environment.

- Presented my mockups to Directors and VPs with ease and confidence.
- Worked strategically with stakeholders and team members across the organization in order to ensure that key features for my projects would work across other projects.
- Designed for a multi-platform approach, including desktop, mobile web, and 2 mobile applications.
- Used metrics to inform key design and User experience choices.

AT&T, Bothell, WA

May 2007 – May 2013

Manager of UX Design / Information Architecture (July 2008 – May 2013)

I led a team of 14 UX Designers / Information Architects that worked on many complex projects. We worked closely with internal and external product teams to create websites, web applications, and mobile applications that met the business needs, fit within the system constraints, and were easily understood by the User.

- Responsible for hiring new team members. Within the first year as manager, I doubled the size of the team.
- Developed a project tracking system for marking progress on over 40 projects. As a result of its success, I expanded the system to account for 5 other departments.
- Key member of a team that designed a new site that allows small business Users to purchase both wireline and wireless services in a single shopping cart, eliminating 7 previous sites.
- Assigned resources to projects and provide estimates for our portion of the projects.
- Attended project meetings and engaged in brainstorming sessions in order to keep up-to-speed on all of our projects and proactively help to identify conflicts and inconsistencies across projects.
- Partnered and collaborated with Content, Visual Design, Product Management, Project Management, and Development teams to ensure that projects were on track and that the appropriate processes were followed.

UX Designer / Information Architect (May 2007 – July 2008)

As a UX Designer / Information Architect, I created wireframes, user interaction flows, sitemaps, and prototypes to build out the ideal user experience. I utilized AB test results and web site and business analytics metrics to inform key design and User experience choices. I worked closely with agile, waterfall, and agile/waterfall development teams.

Intrepid Learning Solutions, Seattle, WA

June 2006 – April 2007

Contract Instructional Designer

I worked on assignment with clients (Microsoft and Boeing) to assess training needs and build training solutions.

Gilead / Corus Pharma, Seattle, WA

March 2005 – April 2006

Electronic Data Capture (EDC) Specialist/Trainer

Responsible for the creation, maintenance, and implementation of end-user training materials and training sessions on the EDC system.

Windermere Real Estate, Seattle, WA

December 2001 – March 2005

Director of Technical Education (May 2003 – March 2005)

Instructional Designer / Technical Trainer (December 2001 – May 2003)

Designed, marketed, and delivered technology courses to real estate agents. Worked closely with the technology department to plan new features to the technical tools they build that aid agents in their businesses.

Chase Bobko, Inc., Seattle, WA

March 2000 – January 2001

Information Architect

Gathered requirements, created functional specifications, and designed websites and web applications for clients including Macromedia, Motorola, Microsoft, and Horizon House.

Amazon.com, Seattle, WA

October 1998 – January 2000

Intranet Developer

Created and maintained websites for the company intranet for several departments. Played key role in the Workforce Planning Steering Committee, set up to improve the processes around employee lifecycles.

The Wiley Brooks Company, Seattle, WA

April – October 1998

Web Designer

Created and maintained websites for clients including Mattel, Siemens Ultrasound, Airport Communities Coalition, and Tobacco Free Washington.

Seattle Repertory Theatre, Seattle, WA

March 1994 – April 1998

Webmaster (August 1997 – April 1998)

Development Operations Manager (March 1994 – April 1998)

Prepared customized computer analysis and reporting for the Development Department. Built the theater's first stand-alone website, including the creation of the site architecture.

Education

BA, Anthropology, Western Washington University, Bellingham, Washington (June 1992)

Portfolio

Online work portfolio is available at:

<http://www.anneshrauner.com/portfolio>

References are available upon request.