

CARRINGTON SMURL - PRODUCT DESIGNER

501-413-0032 | smurlcarrie@gmail.com | <https://www.linkedin.com/in/carringtonsmurldesigns/>
Portfolio: <https://uxfol.io/carrington> | Instagram: https://www.instagram.com/carrington_designco/

Evaluative UX Research | Market Research | Heuristic Analysis | Data Entry / Data Analysis | Sketch/ Figma/ Invision/ Mural / MIRO & Other Prototyping Tools | Adobe Cloud | Canva | Systems Design, Service Design, Engagement Metrics, financial Metrics | Product Roadmap Strategy, Company Strategy

***Please understand positions below were completed while in school part time.**

Product Designer -

Pledger - Austin TX

July 2021 - PRESENT

Helped redesign the profile and accounts screens- includ. Wireframing, Journeymapping, product testing/ user testing. Involved in weekly design standups and research reports. Used Figma to create rapid prototypes. Work closely with design manager and product team on marketing materials and various screen designs in prep for launch. Soon to be on sharktank.

Product Designer

Arrow Decentralized Finance Markets - Austin TX

July 2021 - 2022

In-house designer fintech startup. Work closely with offshore design team in Poland. Implement and facilitate design thinking workshops for stakeholders. Iterate logo, branding/asset design, web design, social media content design. Develop Personas, and user research, Wireframe web application for options crypto trading. Develop user stories, journey mapping, and conduct UX research.

Product Designer

Adaptia Design, Austin TX

Feb 2021 - July 1 2021

Web designer and social media designer. Use Asana to manage workflow and daily content design tasks. Communicate with dev team and use Figma / Miro for UX research and discovery activities for clients, conduct heuristic analysis of client websites, user testing via user zoom go. Content creation, copywriting, blog writing, SEO implementation for blogs and articles for various clients in multiple industries. Graphic design using canva, photoshop and illustrator.

UXUI Bootcamp Teaching Assistant

Trilogy Education, UT Texas Austin

Jan 2020- March 2021

Part-time substitute and TA for the University of Texas at Austin's UXUI Bootcamp program. Tutor students in multiple UX design practices, assist with grading HW and project plans for students. Absorb and teach curriculum to students of all ages in a professional manner.

Product Designer

Industree App, Austin TX

July 2019 - Dec 2020

Start-up specializing in apartment locating for service industry employees, real estate knowledge, worked closely with the dev team, produce lo and hifi mockups to test. Live user testing of task flows, card sorting, and Information architecture testing. Grow and manage social media, website and overall brand guidelines. Helped negotiate research needs to stakeholders and budget allocation for best ROI.

Digital Marketing & Design Intern

12 Rivers Realty, Austin TX

Jan 2021- June 2021

Content design, social media management, graphic design for realtors, assist marketing manager and graphic designer in creating animated gifs via procreate, canva. Copywrite "a guide to Austin" for potential clients after they buy a home. Create SEO integrated blog posts, and email marketing via mail chimp.

Web Design Apprenticeship

Hexagon Collective, Austin TX

Nov 2019- Feb 2020

Assist UX Mentor Ritu Magnera with her personal UXUI Consulting Business. Help with the visualization of her Design Process, practice Journey mapping, Affinity mapping, User Flows, User interviews, User testing, Personas, and double diamond method design thinking techniques. Web Design using WordPress.

EDUCATION

The University Of Texas at Austin — School Of Design & Creative Technology - BFA | August 2021 - 2022 Classes on Human Factors, Informatics, Interaction, Product, and Industrial design, strategy & product management.

ACC - Austin TX - User Experience + User Interface Design - Associate Of Applied Arts And Sciences | July 2017 - May 2021 - Web design, basic coding, rapid prototyping, design thinking, and research methods. Visual/ product design skills.

REFERENCES

Ritu Magnera - Experienced UX Strategy & UI Design - Manager

Contact: ritu.maghera@gmail.com 202-406-0003

Linkedin: [linkedin.com/in/ritumaghera](https://www.linkedin.com/in/ritumaghera)

William Ntim - Sr. Designer at Paypal - Manager

Contact: williamntim16@gmail.com 832-353-0118

Linkedin: [linkedin.com/in/williamntim](https://www.linkedin.com/in/williamntim)

Joe Meersman - Professor

Contact: whereisjoemeersman@gmail.com

Linkedin: [linkedin.com/in/meersman](https://www.linkedin.com/in/meersman)

Molly McClurg -ACC Department Chair for UXUI program

Contact: mollymcclurg@gmail.com

Linkedin: [linkedin.com/in/mollymcclurg](https://www.linkedin.com/in/mollymcclurg)

Skills

- ▶ Consumer brand experience design and an understanding of storytelling.
- ▶ Visual design expertise demonstrated through mockups and style guides.
- ▶ Experience in prototyping design and designing interactions for voice-led devices.
- ▶ Designing cross-platform experiences.
- ▶ Ability to extract complex concepts and quickly turn around rigorous flows and mockups reflecting a range of options.
- ▶ Proficiently present design solutions to stakeholders in the design.
- ▶ Ability to drive the design review cycle and close on design requirements independently.
- ▶ Mobile and web-based information architecture, as well as knowledge of usability principles and techniques.
- ▶ Excellent communication, written, presentation, and interpersonal skills.
- ▶ Lead and oversee the user experience of a product from conception to launch in partnership with product managers, engineers, UX researchers, and content strategists
- ▶ Take broad, conceptual ideas and turn them into something useful and valuable for our 2-plus billion users
- ▶ Contribute to strategic decisions around the future direction of Facebook products
- ▶ Design end-to-end flows and experiences that are simple and elegant for our supported platforms
- ▶ Define, craft, and evolve designs within visual systems and/or standards
- ▶ Proactively solicit and provide feedback from designers and a broader product team in order to continually raise our bar for quality, while also taking on mentorship