

LYRIC ALICEA

UX/UI DESIGNER

CONTACT

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PORTFOLIO

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CONNECT

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PROFESSIONAL SKILLS

- Figma
- Sketch
- Adobe XD
- InVision
- Interactive Design
- Defining the Problem
- User Research
- User Flows
- User Personas
- Sketching
- Wireframing
- Paper/Rapid Prototyping
- Prototyping
- Implementing User Interfaces
- Interactive Mockups
- User Testing
- HTML/CSS
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign



EDUCATION

Bachelors of Arts in Interactive Media and Web Design
Minor in Social Media and Digital Content Strategy
Lindenwood University | St. Charles, MO
Graduated, May 2021 | GPA: 3.60

PROFESSIONAL EXPERIENCE

Creative Project Manager

Interactive Media and Web Design Firm, August 2020-May 2021

- Facilitated the creative process and fostered inspiration in student designers.
- Served as the liaison between the creative team and client to establish expectations, provide status updates, handoff project deliverables, and field feedback.
- Monitored project timelines, workloads, cross-functional teams, and project objectives to ensure all elements stayed on track.
- Administered an online project management system (Basecamp) that helped student designers collaborate on individual projects effectively.

Internal Graphic Designer

Slalom Consulting, August 2019-May 2020

- Designed merchandise, promotional products, and event signage for Slalom St. Louis Health Hackathon and HealthSTLX.
- Produced print and social media ads to promote company events.
- Collaborated with coworkers to translate the goals and ideals of the company into design concepts.
- Conversated with multiple print companies throughout the printing process for each project.

User Experience Internship

Slalom Consulting, June 2019-August 2019

- Developed the user experience flow and user-centered interface design for a product that used AWS Rekognition Technology Software.
- Performed user research, low/high fidelity prototyping, and user testing to ensure the end product provided a pleasant experience for the user.
- Communicated with a team of software developers to develop a guided user experience that could be created in less than ten weeks.
- Assisted in creating and connecting the frontend to the backend of the product.

Digital Designer

Interactive Media and Web Design Firm, August 2017- May 2020

- Created innovative print and web designs for 20+ clients with overlapping deadlines every semester.
- Led multiple projects with teams of eight or more people.
- Motivated/advised team members on how to produce clean and creative work for clients.
- Revised design drafts four or more times in two weeks or less.

Internship with Creative Team

Caleres (Famous Footwear), May 2017

- Proposed a revision for the Famous Footwear mobile application based on competitor and user research.
- Revised mobile application to create a more efficient, simplistic, and user-friendly interface.
- Collaborated in creative concept meetings.
- Participated in video shoots, photo shoots, and edited mass printouts.