

CRYSTAL TOMPKINS

UX & PRODUCT DESIGNER

I'm a designer who moved from visual design to education to UX design. My need to find meaning in my work and help people are at my core. I'm a problem solver and an expert at iteration and adaptation. I'm a huge proponent of accessibility in design. My teammates know that I'm pragmatic and flexible. My superpowers are quickly learning new skills, content, and technology, and breaking ideas into manageable parts.

TECHNICAL SKILLS

- Figma & Sketch & Adobe XD
- Miro & Mural & InVision
- Adobe Creative Suite
- Vector Illustration

STRENGTHS

- Active Listener
- Peer Leader & Team Player
- Clear Communicator
- Experienced Presentator
- Flexible & Pragmatic
- Self-directed & Persistent
- Organized & Accountable

EDUCATION

UX Design Certification

Springboard UX Career Track

Master of Education, Art Education

Portland State University

Bachelor of Fine Arts, Graphic Design

Oregon State University

EXPERIENCE

UX DESIGN LEAD - TechFleet

Beela.se: *apprenticeship*

Portland, Oregon AUG 2022 - PRESENT

- Interviewed & enlisted apprentices to build UX design team.
- Facilitating the iterative design process as design lead in building a donation page and Slack integration for Beela.se.
- Collaborating with multi-disciplinary teams in creating high-fidelity, development-ready screens for handoff to stakeholders.

UX & PRODUCT DESIGNER - Freelance Work

Portland, Oregon JULY 2021 - PRESENT

Gardenstead: *Springboard industry placement*

- Collaborated with client & design team to ideate solutions for new offerings: creating personas, user flows, wireframes, usability tests, and high-fidelity, interactive prototypes.
- Synthesized research (competitive analysis, user interviews, and affinity maps) to understand user needs & pain points.

Caregiven Mobile App: *mobile app startup*

- Increased accessibility for over 27% of users via universal design thinking and accessibility standards.
- Created co-branding assets and b2b partnership mockup materials for future funding presentations.

DIGITAL ARTS TEACHER - Evergreen Publics School District

Vancouver, WA SEPTEMBER 2007 - OCTOBER 2021

- Designed inclusive & accessible materials used by 5 high schools for 9 courses.
- Mentor for teacher retention program, increasing retention by 25% over the national average.
- Led District Steering Committee, interviewing stakeholders, leading affinity mapping, and presenting to school board.
- Created staff development materials for DE&I Committee.

- Researched and drove the change to industry-standard animation software at five high schools, training colleagues, creating curriculum, and problem-solving.
- Taught design content (graphic design, yearbook, photography, 3d animation, game design, and more).

TRAINING SUPERVISOR - Vesta Corp.

Portland, OR APRIL 2003 - JUNE 2005

- Managed hiring and training expansion of 600 employees in one year, problem-solving for rapid expansion.
- Designed improved training programs, techniques, and client-branded materials, allowing for adaptation to rapidly changing business needs.

GRAPHIC DESIGNER - Watson + Associates

Lake Oswego, OR NOVEMBER 2002 - APRIL 2003

- Started small design firm with a university classmate, providing visual designs & prototypes to clients such as Suze Orman Financial Solutions.