

# Crystal Tompkins

## UX & PRODUCT DESIGNER

I'm a product designer who moved from visual design to education to product design. Those may seem like diverse roles, but my need to find meaning in my work and create methods to help people are at the core of who I am. I'm a problem-solver, team leader, and can communicate with diverse audiences. I'm an expert at iteration; adaptation; and using flexibility to pivot whenever needed. I'm a huge proponent of accessibility in design. My teammates know that I'm pragmatic & flexible. My superpowers are quickly learning new skills, content, and technology, and breaking ideas down into manageable parts.

## TECHNICAL SKILLS

- Figma
- Adobe XD
- Sketch
- Adobe Photoshop
- Miro
- Adobe Illustrator
- Sketching
- Adobe InDesign
- Wireframing
- Adobe Premiere
- Prototyping
- Maya by Autodesk
- Visual Design
- Vector Illustration

## 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

## UX & PRODUCT DESIGNER

### Freelance Work

Portland, Oregon JULY 2021 - PRESENT

#### **Gardenstead:** *Springboard industry placement*

- Collaborated with client and design team to ideate solutions for strategizing company growth offerings.
- Developed & synthesized research (*competitive & heuristic analysis, user interviews, and affinity maps*) to understand diverse user needs and pain points.
- Created personas, user flows, wireframes, and high-fidelity, interactive prototypes.
- Conducted usability tests, and presented key findings.

#### **Long Beach Running LLC:** *New business opening*

- Researching, developing, and testing an inclusive digital presence for a new running club and physical store.
- Strategic planning with a design thinking approach, and problem-solving through testing and iterating options.
- Creating style guide and branding as visual designer.

#### **Caregiven Mobile App:** *mobile app startup*

- Researched, designed, and implemented a user-centered visual hierarchy.
- Increased accessibility for over 27% of users via universal design thinking and accessibility standards.
- Created co-branding assets for b2b partner materials.

## DIGITAL ARTS TEACHER,

### Evergreen Publics School District

Vancouver, WA SEPTEMBER 2007 - OCTOBER 2021

- Taught design content (graphic design, yearbook, photography, 3d animation, game design, and more)
- Designed materials used by five high schools for nine digital arts courses, with inclusive accessibility options.
- Researched and drove the change to industry-standard animation software at five high schools, training colleagues, creating curriculum, and problem-solving.
- Led Digital Arts Steering Committee for district-wide initiatives, interviewing community stakeholders, and presenting to school board.
- Mentor for new teacher retention program.