

Crystal Tompkins

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UX & PRODUCT DESIGNER

Product designer with a background in strategic design thinking, problem solving, leading teams, and communicating with diverse audiences. An expert at iteration; adaptation; learning new skills, content, and technology quickly; and using flexibility to pivot whenever needed.

PROFESSIONAL SKILLS

- Strategic UX thinker
- Visual designer
- Problem-solver
- Pragmatic & flexible team member
- Experienced working with diverse users
- Facilitator of large groups
- Collaborator with leadership
- Passionate about learning new skills, content, and technology in any domain

UX & TECHNICAL SKILLS

- Figma
- Sketch
- Miro
- InVision
- Sketching
- Wireframing
- Prototyping
- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Powerpoint
- Excel
- Adobe InDesign
- Adobe Premiere Pro
- Adobe After Effects
- Maya by Autodesk
- Affinity Mapping
- Personas
- User Stories
- User Journeys
- Competitive Analysis
- Storyboards
- User Surveys
- Card Sorts
- Interviews
- Usability Testing
- Heuristic Analysis
- Contextual Inquiry
- User Flows
- Illustration
- Visual Design

EDUCATION

UX Design Certification

Springboard UX Career Track Bootcamp

Master of Education, Art Education

Portland State University, Portland, OR

Bachelor of Fine Arts, Graphic Design

Oregon State University, Corvallis, OR

EXPERIENCE

UX Designer, Freelance: JULY 2021 - PRESENT

Long Beach Running

- Researching, developing, and testing the digital presence for a new running club and physical store.
- Strategic planning using a design thinking approach and testing and iterating options.

Caregiven

- Researched, designed, and implemented user-centered visual hierarchy.
- Redesigned dark mode for higher contrast and accessibility for over 27% of current users.
- Created co-branding assets for b2b partner materials.

Plantr Natives: student project

- Designed a mobile solution for identifying and incorporating native plants.
- Took the project end-to-end from discovery to strategic information architecture to high-fidelity designs and prototypes.

Digital Arts Teacher: SEPTEMBER 2007 - OCTOBER 2021

Evergreen School District, Vancouver, WA

Curriculum Development and Design

- Designed materials used by five high schools for nine digital arts courses.
- Drove the change to industry-standard animation software at five high schools, training colleagues, creating curriculum, and problem-solving.

Leadership and Peer Mentoring

- Led Digital Arts Steering Committee for district-wide initiatives, acquiring input from community stakeholders, and presenting to school board.
- Created professional development opportunities for staff as part of the Equity Leadership Team.
- Mentor for new teacher retention program.

Coaching and Guidance

- Created opportunities with real-world clients for student work, used for community events such as theater performances, blood drives, and food pantry advertising.
- Facilitated student participation in Oregon Game Project Challenge, earning both First Place and Creative Awards.