

# [First Last Name]

[City, State] | [email@example.com] | [(123) 456-7890] | [portfolio-url.com] | [linkedin.com/in/username]

## PROFESSIONAL SUMMARY

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[User-centered **UX Designer** with [X]+ years of experience translating complex requirements into intuitive, accessible digital experiences across web and mobile products.]

[Skilled at end-to-end design—from discovery research and journey mapping to wireframing, prototyping, and usability testing—while collaborating closely with product and engineering teams.]

[Known for balancing business goals with user needs, leveraging data and qualitative insights to drive measurable improvements in conversion, engagement, and task completion rates.]

## EXPERIENCE

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[**Senior UX Designer**] | [Company Name]

[MM YYYY] – [Present] | [City, State]

- [Led end-to-end UX for a core [B2B SaaS platform], conducting stakeholder workshops, user interviews, and usability tests that increased task success rate by [~25%] and reduced time-on-task by [~18%.]
- [Created information architecture, user flows, wireframes, and high-fidelity prototypes in [Figma/Sketch], enabling faster alignment with product and engineering and shortening design-to-dev handoff time by [~30%.]
- [Partnered with product managers and data analysts to define UX metrics, A/B test key interaction patterns, and iterate on designs, contributing to a [~12%] uplift in feature adoption and [~9%] improvement in user retention.]

[**UX Designer**] | [Company Name]

[MM YYYY] – [MM YYYY] | [City, State]

- [Collaborated with cross-functional teams to redesign a responsive [e-commerce experience], using heuristic evaluations and customer journey mapping to identify friction points and reduce checkout abandonment by [~15%.]
- [Produced low- to high-fidelity deliverables (wireframes, interaction specs, UI states) and maintained a shared component library, ensuring visual and interaction consistency across [web and mobile] touchpoints.]
- [Planned and moderated remote usability tests using tools like [UserTesting/Lookback], synthesizing insights into clear recommendations that informed product roadmaps and design iterations.]

## PROJECTS

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[**Mobile Banking App Redesign**] | [Personal / Freelance Project]

[MM YYYY] – [MM YYYY]

- [Conducted competitive analysis and user interviews with [5–8] participants to uncover pain points in onboarding, balance checking, and money transfer flows.]
- [Designed end-to-end flows, wireframes, and interactive prototypes in [Figma], focusing on accessibility (WCAG-compliant contrast, scalable

typography) and clear hierarchy of financial information.]

- [Ran unmoderated usability tests and iterated on navigation and microcopy, improving task completion for key flows (fund transfer, bill payment) from [~60%] to [~90%] among test participants.]

#### [Design System & Component Library] | [Internal Initiative]

[MM YYYY] – [MM YYYY]

- [Established a scalable design system in [Figma/Sketch] with reusable components, typography, spacing, and color tokens, aligned with brand guidelines and accessibility standards.]
- [Documented interaction patterns, usage guidelines, and states in collaboration with frontend engineers, reducing UI inconsistencies and design rework across multiple product squads.]
- [Facilitated onboarding sessions for designers and developers, enabling faster prototyping and contributing to a [~20%] reduction in average design and implementation cycle time.]

## SKILLS

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**UX Methods:** [User research], [Usability testing], [Heuristic evaluation], [Journey mapping], [Personas], [Information architecture]

**Design & Prototyping:** [Figma], [Sketch], [Adobe XD], [InVision], [Responsive design], [Interaction design]

**Collaboration & Delivery:** [Agile/Scrum], [Design sprints], [Design systems], [Developer handoff], [Documentation]

**Technical:** [Basic HTML/CSS], [Design tokens], [Accessibility (WCAG)], [Analytics-informed design]

**Soft Skills:** [Stakeholder communication], [Facilitation], [Storytelling], [Problem solving], [Cross-functional collaboration]

## EDUCATION

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[Bachelor of Arts in Interaction Design] | [University Name]

[MM YYYY] – [MM YYYY] | [City, State]

- [Relevant coursework: Human-Computer Interaction, UX Research Methods, Information Architecture, Visual Design, Prototyping.]
- [Capstone project: Designed and tested a [multi-platform productivity app] focused on reducing context switching for remote teams.]

[UX/UI Design Certificate] | [Institution / Bootcamp Name]

[MM YYYY] – [MM YYYY]

- [Completed intensive, project-based training in user research, wireframing, prototyping, and usability testing using tools such as [Figma] and [Adobe XD].]

## ADDITIONAL

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- [Tools: Miro, FigJam, Notion, Jira, Confluence, UserTesting]
- [Languages: [English (Fluent)], [Other Language (Proficiency Level)]]
- [Awards / Recognitions: [e.g., Internal design award, Hackathon winner, etc.]]