John Doe

Highly skilled UI/UX Architect with 5+ years of experience in designing and developing user interfaces for web and mobile applications. Proficient in a range of design tools and technologies, with a strong understanding of human-computer interaction principles and design patterns.















UI/UX Architect

Jul 2020 - Present

Google Mountain View, CA

Designed and developed user interfaces for Google's flagship products, resulting in a 25% increase in user engagement and a 30% increase in sales

- Led a team of 5 designers to create a unified design language for Google's products
- · Conducted user research and usability testing to inform design decisions
- Collaborated with cross-functional teams to ensure design consistency and feasibility



Finance Tracker

Jan 2020 - Jun 2020

Solo Project

Designed and developed a mobile app for tracking personal finance, resulting in a 4.5-star rating on the App Store and a 20% increase in user retention









User Research

Usability Testing

Wireframing

Prototyping

Interaction Design

Visual Design

Design Systems

Front-end Development

Agile Methodologies

Communication

Collaboration



Education

Bachelor of Science in Human-Computer Interaction

Sep 2015 - Jun 2019 Stanford University San Francisco, CA Human-Computer Interaction 3.8/4.0



Languages

English

Native



