

Rebecca Terranova

UX Designer

Skill Sets

UX/UI Design

Information Architecture

Persona Development

Wireframes

Site maps

User flows

Prototyping

Mobile Application Design

iPad Application Design

Front End Development

HTML

CSS

Javascript Implementation

Cross Browser Testing

Software

Adobe CC

Axure

OmniGraffle

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Objective

To further my career with a company that encourages growth, appreciates continued education, provides a collaborative work environment and will utilize my intellectual skill sets as a UX Designer.

Work Experience

GSW / April 2016 - Present

Lead UX Designer

UX design lead on all UX deliverables, created site maps, wireframes, prototypes, user flows, personas, participated in client reviews, hosted lunch and learns, encouraged technology education, made technology recommendations worked on projects including: iPad apps, responsive websites, strategic planning for user feedback sessions, creation of pitch materials

Pri Works / Mar 2013 - April 2016

Lead UX/UI Designer

UX/UI design, lead team to project completion and success, organized all tasks for team, lead client meetings, created project outlines, managed deadlines, made technology recommendations, created functional requirements documents, created project time estimations, responsible for all UX deliverables, worked on projects where the focus was on: social media strategies, web design, and mobile application design

Badcat Design / Dec 2007 - Mar 2013

Front End Developer/Designer

Front end web development, web design, Wordpress development, website maintenance, identity system solutions, print design, illustration

160overgo / Sep 2007 - Dec 2007

Digital Design Intern

Education

RMCAD / 2004 - 2007

BFA (summa cum laude) Graphic Design and Interactive Media

Tyler School of Art / 1999 - 2002

Fine Art & Graphic Design Studies