

SUZIE JABERG

USER EXPERIENCE DESIGNER

SKILLS

- Responsive Design
- Wireframing, Prototyping
- User Testing
- Interaction Design
- Information Architecture
- Illustrator, Photoshop, InDesign
- AfterEffects, XD, FinalCut Pro
- Sketch
- InVision, Axure, UxPin
- HTML, CSS, basic Javascript

EDUCATION / TRAINING

IA & UX Design

2016

AGI, Boston

A.A.S. Graphic Design

2013-2015

Seattle Central Creative Academy

(Deans List)

Fine Arts, Writing

2011-2012

North Seattle College (Deans List)

Fine Arts

2009-2010

Gage Academy of Art, Seattle

Microbiology

1997-2000

University of Victoria, BC, Canada

PROFESSIONAL BACKGROUND

UX DESIGNER II

Seattle, WA (2018 - Present)

Amazon

- Created user-centered designs by considering market segment analysis, customer feedback, site metrics, and usability findings
- Used business requirements and customer research to develop scenarios, use cases, and high-level requirements
- Developed conceptual diagrams, wireframes, visual mockups, click-throughs and prototypes

UX DESIGNER

Seattle, WA (2015-2018)

K2 Sourcecode (K2.com)

- Engaged in all states of UX process for a complex SaaS product, from concept to screen, refined build with engineers and QA
- Implemented usability tests: created personas, wrote scripts, developed taskflows, analyzed qualitative feedback and proposed solutions
- Created iterative wireframes, storyboards and process flows to communicate product function and interaction

UX | UI DESIGNER- MOBILE

Seattle, WA (2015- 2016)

Freelance

- Led the design and conceptualization of a mobile POS application
- Conducted user research and testing, created journey map, user flows
- Executed wireframes and interactive prototypes

DESIGN INSTRUCTOR

Seattle, WA (2015)

The Northwest School

Taught and created curriculum for classes including:

UX DESIGN: Adobe Illustrator, cross-platform design, best practices

BRANDING: Basics of marketing, Brand Identity and Positioning

DESIGNER | OWNER

Seattle, WA (2005-2014)

Suzabelle LLC

- *DEVELOPMENT:* Conducted trend analysis and research. Created prototypes, infographic guides and technical specs for manufacturers
- *MARKETING:* Built marketing campaigns, designed graphic and printed materials. Web design and social media marketing, art direction
- *BUSINESS MANAGEMENT:* Increased annual net profits each year by an average of 60% by analyzing analytics of user spending and product success. Authored business model, plan, corporate strategy and work flow processes
- *PROJECT MANAGEMENT:* Implemented import and production timetables and procedures. Led team across broad technical, financial and business disciplines