# MELISSA SERDY-VELEZ

UX Designer

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#### SUMMARY

Passionate about peoplefocused, accessible design

Engaging presenter

Experienced creative project manager

Independent self-starter

Mentor and team leader

Superb verbal and written communication skills

Lover of efficiency

Kind, good-humored and optimistic

#### SKILLS

Experience & Service Design Visual Design Typography, layout Prototyping Information Architecture Content strategy Quantitative & qualitative user research Usability studies Branding Art direction Project management Agile development

### TOOLS

Sketch, Axure, Illustrator, Photoshop, InVision, Microsoft Office

#### EXPERIENCE

## USER EXPERIENCE DESIGNER Premera Blue Cross

JANUARY 2017-PRESENT

UX and visual design for a major brand refresh and product revisioning. Conducted competitive analysis, user research, and usability testing. Produced sketches, wireframes, and high-fidelity prototypes of new features and designs. Presented to stakeholders. Collaborated with product managers as well as front and back-end developers in an agile work environment. Developed processes and guidelines for the larger design team. Addressed information architecture issues. Fixed accessibility errors. Key contributor in the development of a new design system.

#### USER EXPERIENCE DESIGNER Capital One

JULY 2016

Designed the mobile app experience for Capital One Investing's Managed Portfolio product in a 3-week design sprint. Lead designer of the "Contact Your Advisor" section. Research lead.

## MANAGING PHOTO EDITOR Microsoft, MSN US and Bing

2003 - 2016

Art director and creative project manager for US photo acquisitions, leading a team of up to 40 photo editors sourcing over 100,000 images annually for one of the web's largest online media outlets. Used qualitative research to increase user engagement. Built tools and processes to scale work on a global team. Co-managed a multimillion-dollar budget. Collaborated with editorial and licensing teams on strategic content partnerships resulting in a 40% decrease in licensing costs for the Travel and Weather apps.

## **EDUCATION & PROFESSIONAL DEVELOPMENT**

UX Design Immersive, General Assembly

Bachelor of Arts, English Completed Graphic Design coursework, Humboldt State, CA

Coursework in Graphic Design, School of Visual Concepts

Storytelling through Visual Editing, Kalish workshop