

Sarah Clark

User Experience Designer in Fort Lauderdale, FL

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Summary

User centered designer with a win-win approach, a life-long-learner mentality, and over a year of experience working with stakeholders and cross-functional teams. I ask the right questions, make complicated things simple, and look for ideas in unlikely places.

Skills

- Getting clear on **stakeholder expectations** and creating strategies to meet them
- **Discovering user needs** through research
- Iterating on ideas with rapid sketching/wireframing
- Accessibility and **inclusive design**
- Creating high-fidelity, **interactive prototypes** in Figma
- Working proficiency in Spanish
- **Testing ideas** for real-world functionality with interviews, A/B testing, and other methods
- Experience working with **Agile/Scrum** workflows
- Visual & graphic design
- Knowledge of front-end development principles, including **HTML/CSS**
- Experience creating and using **design systems**

Design Experience

UX Designer

Autocase by Impact Infrastructure | Toronto, ON, Canada, Remote | Oct 2022 - Present

- Autocase has contracted me for three separate software design projects. For each project, I sought to understand the needs, goals, and constraints of the client and tailored my user-centered design approach accordingly.

UX/UI Designer

Northwest Fruit Orchard & Ecological Research | Mt. Vernon, WA, Remote | Apr 2022 - Dec 2022

- Worked on a cross-functional design team to create a user-friendly and visually pleasing website for that would increase membership, involvement, and funding while better-serving the ongoing needs of the organization.
- Based on insights generated by the research team, I mapped 20+ user flows for 3 separate audiences and designed interfaces that met their needs while minimizing deadweight.

UX Systems Designer

Agxactly Crop Insights | USA, Remote | Feb 2022 - Apr 2022

- Solved an ongoing issue with drone pilot workflow for a smart agriculture company by discovering the needs of the flight team, analyzing the findings, and making evidence-based recommendations for improvement.

Proposal Illustrator

Carter & Kaye Civil Engineering | Winter Haven, FL, USA | Feb 2020 - Mar 2020

- Created hybrid 2D/3D renderings for a prospective street improvement project on short notice by using scrappy shortcuts that got the job done with minimal fuss. The City approved the proposal and construction began in 2022.

Patient Experience Designer

UCF Student Health Services | Orlando, FL | Nov 2019 - Jan 2020

- After working at UCF SHS for one year, I was invited to design and present some patient-centered solutions to ongoing patient experience issues, including parking permits, building navigation, and appointment scheduling.

Leadership

Technical Artist & Art Team Lead

UCF Game Development Team | Orlando, FL, Remote | Aug 2020 - May 2021

- Designed and implemented an idea-to-reality pipeline which resulted in the team's first game being finished 4 months sooner than anticipated
- Created and updated design systems and style guides to ensure brand and stylistic consistency
- Acted as a liaison between art and programming teams to ensure feasibility and proper structuring of assets

President

Collegiate A Cappella Society of America, UCF Chapter | Orlando, FL | Jul 2020 - Jun 2021

- Defined goals for the future of the organization (such as increased mentorship and a standardized transfer-of-leadership system), and lead the executive board and members in executing our plan.
- United and served six unique a cappella groups, all with different priorities and unique cultures

Education

BS Administration, Digital Media

CareerFoundry | Berlin, DE | Aug 2017 - Apr 2021

- Bachelors in administration with a minor in digital media; graduated with honors and a 3.8 GPA

UX Design Bootcamp

University of Central Florida | Orlando, FL | Jan 2022 - Jul 2022

- 400+ hours of study in an intensive, project-based, mentored training program focusing on core UX skills

Miscellaneous Courses

Data Visualization; Interaction Design for Dashboards; After Effects 2D Animation; Sustainability for Designers