MALLORY THOMAS
UX/UI Designer

Vancouver, Canada
LinkedIn | linkedin.com/in/mallory-rene
Portfolio | malloryrenedesigns.com

Multi-talented, passionate designer skilled at working with cross functional teams to better understand the user's needs while supporting the needs of the business.

CAREER EXPERIENCE

UX/UI Designer (Contract)

Crowdbotics
Mar '21 – Present
Remote

Collaborating, through Slack, with the Project Manager and development team to generate an ecommerce app, Bridge. Creating ideal app flow and screens through use of Crowdbotics and Figma. Presenting designs to stakeholders.

UX/UI Designer (Contract)

Gladly
Jan '21 – Present
Remote

Working with the Product Manager to create company logo and brand guidelines in Figma. Creating app website through the use of Google Sites. Engaging in design discussions on the design direction of the app and the accompanying assets.

UX/UI Designer (Contract)

YouJumprope
Feb '18 - Present
N. Vancouver, BC

Engaging in user testing of preliminary prototypes using Adobe XD. Identifying new product opportunities. Modifying and revising existing designs using Figma to meet customer preferences. Presenting digital experience design ideas to stakeholders.

UX Designer (Contract)

Meet.me
Dec '20
Remote

Conducted research through interviews, brainstorming and the creation of a user persona using Miro. Created wireframes and working prototype using Figma. work and made tradeoffs based on feedback from user.

Design Team Lead

Innovative Signage
Jun '18 – Nov '20
Burnaby, BC

Identified necessities of product user through effective communication with stakeholders. Succeeded in an environment that required adaptation to market demands. Conducted user interviews to better understand the needs of the product.

Designer

Innovative Signage
Oct '17 – Jun '18
Burnaby, BC

Ensured availability of required information from sales department by reviewing work orders and relevant information. Developed customer-centric layouts and designs based upon client needs, specifications, and architectural plans.

EDUCATION

User Experience Design

Google CC
Mar '21 – Present
Remote

Completing an intense self-paced course that focuses on the interaction that users have with products. Developing a more intricate understanding of UX design concepts and processes and UX research methodologies. Completing 3 end-to-end UX projects.

Industrial Design, BDes

ECUAD
Sep '14 - May '17
Vancouver, BC

The Industrial Design program is rigorous and hands-on emphasizing an understanding of human needs. Learned to interpret needs and desires of users through research and user-centred methodology.