

KAREN PHILIPS

UX DESIGNER

INFO

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DATE / PLACE OF BIRTH

1995/20/03
New York

DRIVING LICENSE

Full

NATIONALITY

USA

SKILLS

HTML5, CSS, JavaScript

Adobe Suite

Sketch, InVision, Balsamiq

Time management

Self-motivated

Effective communicator

Team oriented

PROFILE

Proactive and detailed UX Designer with 7+ years of proven end-to-end experience delivering enjoyable web and mobile products for FinTech. Clear understanding of technologies allows seamless collaboration with developers, while strong communication skills ensure transparency with stakeholders. Up-to-date knowledge of Adobe Photoshop, Illustrator, Sketch, and InVision.

EMPLOYMENT HISTORY

UX Designer, Real Vision Group

New York

Feb 2016 – Mar 2018

Real Vision Group is a digital financial media business based in Grand Cayman and New York. As the UX Designer, my core activities included:

- Gathering and evaluating user requirements in collaboration with product manager.
- Presenting UX design concepts to the project stakeholders for review and feedback.
- Driving the development and communication of clear design guidelines, patterns, libraries, and assets.
- Working closely with the development team to implement the vision.
- Re-designing existing UIs to better adapt Android and iOS devices. Abandonment rate on mobile app decreased 35%.

UX Designer, S&P Global

New York

Jan 2014 – Feb 2016

S&P Global Market Intelligence provides essential intelligence for individuals, companies and governments to make financial decisions with confidence. As the UX Designer, my core activities included:

- Preparing and presenting lo-fi mockups to internal teams and key stakeholders.
- Creating wireframes, site maps, flow diagrams, and hi-fi interactive prototypes under direction of senior designer.
- Leveraging site analytics to identify opportunities to improve the site experience. CTR increased by 27% in first 30 days.
- Conducting A/B testing to assess user impact of specific UI elements.
- Contributing to end-user documentation for final product used by more than 100,000 financial professionals.

Junior UX Designer, Status

New York

May 2011 – Nov 2013

Status is an open source discovery tool for the Ethereum blockchain. As the Junior UX Designer, my core activities included:

- Illustrating case studies, personas, and user flow maps for Android and iOS alongside senior UX designer, PM, and content strategists.
- Creating hi-fi interactive prototypes to accurately demonstrate app to clients.
- Recommending alternative design solutions based on technical limitations. Ability for quick problem-solving earned positive feedback from stakeholders.

- Conducted layout adjustments based on data gathered during usability testing. Second round of testing showed 37% increase in successful task completion.

EDUCATION

Pratt Institute, Bachelor's Degree in Interaction Design

New York

2008

- Excelled in Usability Testing coursework.
- Mastered web and mobile technologies (HTML5, CSS, Javascript)

Pratt Institute, Masters Degree in Human Computer Interaction (HCI)

2011