

Elizabeth Carter // Product Designer

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About Me

UX and Product Designer based in Chicago by way of Michigan. I make clean and compelling designs backed by research and testing, and I love teaching myself new skills and techniques to solve problems. I've been a game designer, a teacher, a mathematician, a programmer, an artist, and a musician; my eclectic background allows me to see things from a unique perspective.

In addition to UX, I enjoy games of all kinds and I'm rarely seen without one in hand. I can't remember the last time I played a game and couldn't think of a new way to modify it. In my spare time when I'm not gaming, I love to find ways to combine my creative hobbies with my favorite video game series to produce something both new and nostalgic. I'm also an aficionado of bad-movies, and I believe having many experiences with the worst examples of things helps to strengthen my intuition and drive for constant improvement.

My Skills

- ▶ Adobe Suite
- ▶ Axure
- ▶ Figma
- ▶ InVision
- ▶ Sketch
- ▶ Journey Maps
- ▶ Prototyping
- ▶ Usability Testing
- ▶ User Interviews
- ▶ Wireframing

Education

- ▶ **UX Design**
Bootcamp • Aug. 2019 - Feb. 2020
Flatiron School
- ▶ **Industrial Mathematics**
Master's • Aug. 2011 - May 2013
Michigan State University
- ▶ **Mathematics**
Bachelor's • Aug. 2005 - Dec. 2009
Michigan State University

Experience

UX Designer & Architect

Flatiron School • Aug. 2019 - Feb. 2020

- ▶ Led the ideation process with the team to generate a large number of rapid concept sketches and select the best options to move forward with.
- ▶ Synthesized user research using affinity diagrams to create design artifacts like user personas, empathy maps, journey maps, and design principles.
- ▶ Created wireframes and mid-fidelity mockups from concept sketches using tools like Sketch for individual work and Figma for collaborative work.
- ▶ Planned the architecture and led the design and construction of an intricate mid-fidelity prototype using Axure.
- ▶ Utilized human-centered design principles throughout the design process to enhance the effectiveness and efficiency of the final product.
- ▶ Crafted usability tests to determine the success potential of concepts and prototypes and iterated on the prototype using insights found through testing.

Product Designer

Scientific Games • Oct. 2013 - Oct. 2018

- ▶ Created storyboards, mockups, and wireframes that prove out designs to increase efficiency in the design pipeline.
- ▶ Play-tested games during production and directed adjustments to create an intuitive and comprehensible player experience.
- ▶ Used feedback and critique to modify design in order to eliminate confusion and better communicate the focus of the game.
- ▶ Generated and communicated the creative vision to production teams to transform game designs into finished products.
- ▶ Guided a game through all stages of product development, providing feedback and design updates throughout production.
- ▶ Iterated on the design and mechanics of perfect the game while minimizing impact to the team and schedule.
- ▶ Provided game designs to management, producers, artists, programmers, mathematicians, testers, IP lawyers, and marketing.