# Cassandra Trissler
User Experience Designer

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Atlanta, GA

## Education

**Savannah College of Art and Design**

Bachelor of Fine Arts

Cum Laude • **2013**

## Skills

- Lean UX + Agile Methodology
- Design Systems + UI Kits
- Prototyping + Wireframing
- Responsive Design + Mobile
- User Research + Data Synthesis
- Usability Validation + Heuristics
- Accessibility + Sustainability
- Conversational UX
- Art Direction, Visuals + Branding
- Motion + Interactive Design
- Documentation

## Program Proficiencies

- Figma
- Miro
- Notion
- Jira + Confluence
- Adobe Suite
- Google Workspace
- Microsoft Office
- Unity

## Extracurriculars

- MAGFest VRcade supervisor **2018 – 2020**
- IDSI VR game events manager **2017 – 2020**

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I am a multi-faceted UX Designer with 8+ years of experience working at a wide range of creative agencies. My proficiencies in self-evident design, user-focused results, and collaborative processes make me an exemplary member of any creative team.

I have a keen eye for detail, a diverse creative background, and a love for not only making things work, but work *exceptionally* well.

My previous professional forays have given me an abundance of varied experiences and skillsets in such fields as Animation, Digital Advertising, Graphic Design, Illustration, Game Design, Courseware, Web Design, and coding.

## Work Experience

### Kin + Carta                                          2021 – 2023

User Experience Design Consultant

- Worked with a wide range of clients such as Magellan Midstream Partners, Broadnet, Auto Approve, and Starz/Lionsgate+.
- Provided design expertise such as requirements gathering, user research/data synthesis, writing user stories and personas, lo-fi and hi-fi mockups, prototypes, UX validation, and user acceptance testing all within a brand's existing design systems and guidelines.
- Maintained robust communication and collaboration with fellow Designers, Dev teams, and key stakeholders, including running product reviews and demos in various development stages, as well as presenting educational/training sessions for design team peers.
- Followed Lean UX methodology with agile processes using Figma, Miro, Jira/Confluence.

### Highgate Training Systems                           2020 – 2021

Product Designer

- Worked primarily with government clients such as the JDTC.
- Created products for government contract writing, collaboration and management software.
- Worked closely with other Designers, Product Managers and development teams in an Agile environment.

### Intelligent Decision Systems, Inc.                  2016 – 2020

Product Desgner/Multimedia Artist

- Provided UX Designs within an Agile development team as a government subcontractor on various interactive web apps, training courseware and instructional designs, for such clients as the JDTC and VA.
- Created art assets using Adobe Photoshop, Illustrator, After Effects and XD for mobile and PC games, illustrated and/or animated courseware, and social media posts.
- Contributed to set dressing, layout and UI design, character and effects animation in Unity game engine.

### MRM Worldwide                                        2013 – 2015

Interactive Motion Designer

- Conceptualized visually arresting advertising tactics and implemented them into interactive media for clients such as Verizon FiOS, USPS, Nikon, IHOP, Cigna, Zurich and more.
- Animated and produced digital advertising media through timeline and Actionscript-based processes in Adobe Flash.
- Responsible for storyboards, animation and video editing in Adobe After Effects and Premiere.
- Provided art direction, layout and graphics using Adobe Photoshop, Illustrator and InDesign.
- Collaborated closely with fellow Designers, Copywriters, Project Managers and Art Directors.