

KAREN A. SCHADENDORF

UX/UI Designer

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www.karen-designs.com

Designer based in Minneapolis, MN. Responsible for utilizing user interface design techniques, along with empathy, user testing results and creativity to determine the most effective way of getting a message across in digital media. I have excellent problem-solving skills, always paying attention to intended end-user, project details, product and strategy with the ability to work independently, manage the project from start to finish, budget time, to meet deadline schedules.

BACKGROUND

Design – Stratasys

November 2019 to present

- Production Artist: main designer responsible for ensuring marketing materials reflect the company's brand identity
- Advocate for user on content marketing websites; support digital team with strategically designed icons, banner ads and email graphics; shadow UX/UI designer to observe process
- Design a wide variety of materials for digital and print publication

Graphic Design – Independent School District 196

September 1998 to August 2019

- Graphics Assistant: main designer for district's in-house print shop
- Solid understanding of design, branding, typography, composition and color theory, with excellent written, verbal and interpersonal skills
- Responsible for content and design updates to internal website; design and consultation for web presence of select departments
- Demonstrated ability to lead projects, work independently, maintain deadlines, prioritize assignments and manage changing priorities in a fast-paced environment

Freelance Design – Karen Designs

January 2001 to Present

- Responsible for client-based creative projects, from initial design meetings through production

Design Supervisor – Algona Publishing Company

August 1995 to September 1998

- Managed activities and summer interns within the advertising design department

EDUCATION

The Humanity-Centered Masterclass

January 2021

A 5-week course to help UX professionals deepen their awareness and practice in navigating deeper UX topics with humility, openness and courage.

The Makery • Minneapolis, MN

UX/UI Design Bootcamp, Spring 2020

Skills: competitive/comparative analysis, user persona, site map, user flow, wireframing, prototyping, user testing and usability design

Saint Paul College • Saint Paul, MN

Certificate, Web Design

Skills: HTML, CSS, site map, user flow, client-side/server-side programming, animation, website design and photography

Iowa State University • Ames, IA

Bachelor of Science, Apparel Design

SKILLS

Tools

- Sketch
- InVision
- Adobe Photoshop
- Adobe InDesign
- Adobe Illustrator
- Microsoft Office
- HTML/CSS
- CMS

User Experience

- UX Design
- UI Design
- User Flows
- Wireframes
- Prototypes (lo-fi & hi-fi)
- Design Patterns
- User-centered Design
- Usability Testing
- SEO

Key Areas of Focus

- Project Management
- Problem Solving
- Creative
- Empathetic
- Efficient and Organized
- Work Independently
- Manage Multiple Projects
- Time Management
- Flexible Team Player

ORGANIZATIONS

UXPA - MN

Hexagon UX Minneapolis

hmntycntrd.com

Twin Cities UX Meetup Group