

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

Designer – Stratasys

November 2019 to present

- Integral member of corporate digital marketing team, responsible for ensuring digital and print materials reflect the company's brand identity
- Enhance UX/UI on content marketing website
 - UX duties: consult with stakeholder to define problems, prepare wireframes and generate lo-fidelity prototypes
 - UI duties: design hi-fidelity prototypes, create images, transfer brand items, QA site and consult with dev team
- Digital team responsibilities: create strategically designed images and icons for websites; compose banner ads, email headers and social media graphics; QA components and address issues; attend daily check-in; organize Jira requests for product launch assets; participate in design review sessions; interim web designer

Graphic Designer – Independent School District 196

September 1998 to August 2019

- 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 department website; design and consultation of web presence for select departments
- Demonstrated ability to lead projects, work independently, maintain deadlines, prioritize assignments and manage changing priorities in a fast-paced environment

Freelance Designer – Karen Designs

January 2001 to present

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

EDUCATION

The Humanity-Centered Masterclass

Spring 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
- Marvel
- 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 Systems
- Human-Centered Design
- Usability Testing

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

hmntycntrd.com

Twin Cities UX Meetup Group

Hexagon UX Minneapolis