

CHRISTAL SPENCE

UX Designer

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As a UX Designer with a background in Gender Studies and Psychology, I create meaningful and inclusive digital experiences. My adaptable nature results in effective solutions, and I excel in collaborative projects that prioritize inclusivity and accessibility. With four years of research experience and developing UX design skills, I'm eager to bring my expertise and willingness to learn to a dynamic and innovative team.

SKILLS

- Agile Methodologies
- Data Analytics
- Figma
- Sketch
- Content Strategy & Design
- Heuristic Evaluation
- Content Auditing
- Sketching
- UX Research
- Wireframing
- Visual Design
- Website Design
- Accessible Design
- Design Thinking
- Information Architecture

EDUCATION

UX/UI Certification
General Assembly

M.A. Women's and
Gender Studies
University of Texas- Austin

B.S. Psychology
UNC-Charlotte

EXPERIENCE

- UX Designer, R.O.A.R Therapy Aug 2023-Present
- Redesigned R.O.A.R Therapy's website for desktop and mobile as a contracted UX designer.
 - Created a 5-page responsive mockup website and design system in Figma, covering color, typography, copy, and information architecture.
 - Analyzed eight therapy and healthcare websites to understand industry standards for content, features, and design.
- UX/UI (Content Design) Intern, Sensis Nov 2022 - Feb 2023
- Designed 2 multipage mockups for AltaMed website redesigns in Figma and completed internal and external presentations of my designs, which will be put into web development in Q2 2023
 - Performed 4 content, copy, and layout audits of various CDC websites and presented findings and recommendations to the CDC team, which resulted in a rewrite of several pages of the NCHHSTP website to be more DEI inclusive
 - Facilitated 2 usability tests of an AltaMed and CDC website with ten participants
 - Created an accessible and responsive hero image component for the California Ocean Protection Council website redesign in Sketch
- UX Designer, ErgoArts Apr 2022 - May 2022
- With a team of 4, redesigned the user experience and visual design of the eight-screen ErgoArts website
 - Conducted research and data visualization including a competitive/comparative analysis, brand analysis, and an affinity map
 - Created sketches, wireframes, mid-fi prototypes, and a mockup of the 8-screen ErgoArts website in Figma
 - Facilitated stakeholder presentation and design handoff to the web development team
- User Experience Design Fellow, General Assembly Feb 2022 - Apr 2022
- Completed 5 UX/UI design sprints over the course of the 500 hours in which I conducted extensive user and market research and data synthesis for 4 projects and designed wireframes and high-fidelity mockups
 - Collaborated in teams of 4-6 in a variety of roles including a principal focus on visual design, persona development, market research, user interviews, and usability tests