

Joey Taylor

UI/UX Designer

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Innovative and detail-oriented UX/UI Designer with experience in utilizing both qualitative and quantitative research methodologies to create user-centered designs. Proficient in Figma for crafting seamless user interfaces and interactions, while consistently striving to improve user experiences across multiple platforms.

WORK EXPERIENCE

Starbucks

Store Manager

- Managed a team of 10 employees, overseeing scheduling, sales goals, and inventory.
- Maintained a clean and organized store, ensuring a positive customer experience.
- Trained new employees on company policies and procedures.

Justice Just For Girls/Limited Too Inc

Store Manager

- Managed a team of 20 employees, overseeing scheduling, sales goals, and inventory.
- Designed and executed complex floorsets and window displays, resulting in increased sales.
- Grossed \$1 million in annual sales.
- Interviewed and hired new employees, providing training and guidance as needed.

EDUCATION

Springboard UI/UX Design Certificate 2023

9-month intensive course in UI/UX methodologies and technologies

SKILLS

Design Skills - Wireframing, Storyboarding, Prototyping, UI Design, Usability Testing,

Information Architecture

Research - User Interviews, Personas, Site Map, User Journey, Card Sorting, Competitive

Analysis, Heuristic Analysis

Sales - Training and Development, Marketing, Floorset design, problem-solving, collaborative

TOOLS

Figma, Sketch, Adobe XD, Miro,