

Joey Manata

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EXPERIENCE

User Experience Designer, Cole-Parmer – Vernon Hills, IL

May 2022 – Present

- Spearheaded the development of an internal design system by auditing all website components, resulting in a 30% reduction in UX design time.
- Directed the UX strategy for a product page redesign to enhance shopability, incorporating competitor analysis and leveraging Glassbox analytics to observe user interactions, alongside creating detailed Figma prototypes to support data-informed, user-centered design decisions.
- Expanded role to include front-end development, coding responsive HTML, CSS, JavaScript, and Razor, contributing to timely project delivery and driving a 5% increase in revenue.
- Maintained a proactive approach to website maintenance, ensuring continued functionality

Freelance Web Designer, Manata Media – Chicago, IL

Aug 2022 – May 2024

- Proactively identified and engaged with clients seeking new websites or improvements to existing ones.
- Led in-depth client consultations to better understand clients' specific website needs.
- Developed and communicated clear and realistic project timelines.
- Applied a client-centric approach to design innovative and visually appealing websites, tailored to each client's unique brand identity and requirements.
- Maintained a proactive approach to website maintenance, ensuring continued functionality.

UX Design Intern, Pekin Insurance – Peoria, IL

May 2022 – Aug 2022

- Identified web page usability and consistency issues by comprehensively examining both internal and external-facing pages.
- Established a cohesive Design System to streamline and enhance design processes for consistency and efficiency.
- Created a comprehensive guide of design standards using Figma, facilitating seamless collaboration between designers and developers.

UX Designer, NASA SUITS Competition – Peoria, IL **Competition Finalist**

Aug 2020 – Aug 2022

- Worked with a team of Designers, Programmers, and Engineers in crafting crucial UI elements.
- Designed and implemented space-specific UI elements using Microsoft HoloLens, addressing the unique challenges of the space environment.
- Improved overall user experience by creating comprehensive user journey maps for astronauts interacting with the heads-up display.

Project Manager, Bradley Enterprise Web Development Center – Peoria, IL

Jun 2021 – Nov 2021

- Managed web design team coordination for seamless collaboration and productivity.
- Executed end-to-end website projects for local businesses across various platforms.
- Delivered personalized websites aligning with client expectations and industry best practices.
- Implemented feedback loops for refined designs, ensuring client satisfaction and tailored solutions.

UX Designer, Caterpillar – Peoria, IL **Competition Winner**

Aug 2021 – Dec 2021

- Applied UX design principles in Figma to meticulously craft tailored wireframes and prototypes for Caterpillar mechanics.
- Showcased the Figma prototype, and effectively communicated design rationale, features, and user benefits to the CAT Usability Team.
- Translated user feedback into a customized app design, specifically addressing mechanics' daily challenges and enhancing overall usability.

EDUCATION

Bradley University, College of Communication and Fine Arts – Peoria, IL *Graduated May 2023 Bachelor of Science in User Experience Design*

Cumulative GPA: 3.72

SKILLS

Figma, Bloomreach, Glassbox, Trello, Adobe Illustrator, Adobe Photoshop, Adobe XD, Adobe Premier, WordPress, Elmentor, Shopify, Wix, Unity Engine, Agile Development, Wireframing, User Testing, Information Architecture, Competitive Analysis, Design Thinking, Usability Testing, Interactive Prototyping, Persona Creation, UX Writing, UI, Animation, SEO(Search Engine Optimization), Responsive Design, HTML & CSS, C++, C#, Python, JavaScript, Razor

