

# Hannah Schindler

product designer

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## EXPERIENCE

### CENGAGE // BOSTON

#### User Experience Designer

October 2021 - Present

*Main projects: e-commerce checkout redesign (B2B, B2C), international products, student experience, purchase and access rework*

Define the balance between a beautiful interface with an intuitive, and easy to use experience. Create mockups and clickable prototypes for usability tests and internal weekly critique sessions. Attend and participate in user studies to validate product concept and designs, then iterate on designs based on customer feedback. Act as “go to” with in-depth knowledge of user experience and user interface best practices and standards for engineering and product management.

#### Associate User Experience Designer

March 2020 - October 2021

### FRONTSTREAM // CAMBRIDGE

#### User Experience Designer

March 2018 - March 2020

Produce workflows, wireframes, and prototypes of user interfaces. Work with developers and product managers to meet product objectives and sprint commitments in an Agile environment. Build clickable prototypes. Contribute and assist in managing of the design system library.

### PEARSON EDUCATION // BOSTON

#### Graphic/User Experience Designer

November 2016 - March 2018

Prototype low-fidelity and high-fidelity mockups of k-12 programs as well as user flows and information architectures. Develop design concepts with the editorial department. Incorporate editorial and marketing/sales feedback into deliverables.

### TRIPADVISOR // NEEDHAM

#### Brand/Experience Design Intern

Summer 2015

Collaborated with the marketing department for website relaunch, redesigning sections and homepage aesthetics. Developed t-shirt designs to be used as promotional item for an international consumer market. Constructed global campaigns in multiple languages.

## EDUCATION

### QUINNIPIAC UNIVERSITY

MS with focus in UX Design | 2017

BA in Interactive Digital Design | 2016

## VOLUNTEER

### AIGA BOSTON

#### Co-Director of EMERGE

2018-present

Co-organize the mentorship program with 50 one-to-one pairs. Work with the programming team to organize design related events throughout the year.

### TALK UX CONFERENCE

#### Volunteer Coordinator

October 2018

Helped coordinate all volunteers for a two day UX conference in Boston that had 400 attendees and full day of sessions and workshop.

## TOOLS

Sketch

Invision/Craft

Figma

UserZoom

Miro

Adobe CS

## SKILLS

Experience Design

Responsive Design

Prototyping

Design Process

Visual Design

User Research