Steph Bodendorfer

UX Designer

Experience

UX Designer at Hireology
Remote | Sep 2018 - Present

- Collaborate with internal stakeholders across various departments to understand the full customer experience
- Conduct qualitative and quantitative user research to identify pain points and validate potential solutions
- Partner with Product Managers to scope and define problems
- Create user flows, wireframes, prototypes, and hi-fidelity designs for new features and interfaces.
- Support multiple sprint teams by working closely with engineers in 2-week agile sprints to bring solutions to life
- Manage the design team's UI pattern library that informs visual and behavioral consistency across the app

UX Designer at Pentaho/Hitachi Vantara
Orlando, FL | Feb 2017 - Sep 2018

- Created wireframes and hi-fidelity mock ups for new product features and bug fixes for suite of client and web-based tools
- Validated new features and bug fixes to ensure they followed UX recommendations and established design standards
- Maintained and developed design system and standards to ensure visual and behavioral consistency across suite of products
- Worked in 2-week agile sprint cycle with a multi-disciplinary team
- Collaborated with product owners, product designers, developers, quality assurance and technical documentation team locally and across the globe

Designer at Juice Interactive
Chicago, IL | Apr 2016 - Feb 2017

- Created wireframes and visual design for e-commerce and brand websites, and widgets for desktop and mobile
- Conducted user research, created low and hi-fidelity wireframes, and designed user interface for mobile-based tween chat app
- Brainstormed, sketched, and designed digital marketing campaigns and assets for client websites

Production Designer at Huge
Brooklyn, NY | Dec 2014 - Apr 2016

- Created design comps from UX wireframes for client review
- Created presentation specs for design comps with cut assets, pixel widths, fonts, and other info needed to build a website
- Created new assets for design layouts
- Collaborated with Directors to design proposal books for new business pitches

About Me

I'm a Seattle-based UX Designer with 6 years of experience, a strong eye for detail, and a passion for creating human-centered experiences that solve user needs through digital products.

Contact Me

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Education

University of Wisconsin-Madison
Bachelor of Science-Art | Dec 2012
Specialization: Graphic Design

The New School
Professional Certificate | Dec 2020
Design Leadership for Business

Skills & Competencies

Product Design
User Experience
User Interface
Interaction Design
Sketching
Wireframing
Rapid Prototyping
Service Design
User Research
Usability Testing

Tools & Technology

Figma   Sketch   Axure

Adobe XD   Photoshop

Illustrator   InDesign

Keynote   Heap Analytics

FullStory