

[portfolio: hadleymillion.com](http://portfolio:hadleymillion.com)

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Sr UX Designer

Hadley Million

(she/her/hers)

Skills

UX: Wireframing, prototyping, usability testing, UX best practices, user flows, Human Centered Design (HCD), user research, testing and optimization, information architecture, interaction design, Web Content Accessibility Guidelines (WCAG) 2.0

Branding and Identity: Logo design, brand guidelines, visual identity, brand strategy, packaging design, brand collateral

Visual design: Typography, color theory, composition, layout design, illustration, iconography, photography

Design Tools: Adobe CC Suite, Figma, Sketch, Invision, Craft Manager, Microsoft Office Suite, Tumult Hype, Omnigraffle,

Front-End Technologies: HTML, CSS, JavaScript

Responsive Design: Media queries, mobile-first design principles

CMS: SDL Tridion, WordPress, Joomla, AEM, Drupal

Collaboration Software: Slack, Asana, Zoom, GChat, Skype, Mural, Miro

Project Management: Basecamp, Teamwork PM, Rally, Harvest, Workfront, Trello, Agile methods and best practices

Education

Centenary College of Louisiana

Bachelor of Arts: English Lit

Minor: Digital Communications & Design

Sr. UX Designer - UX Systems Team: March 2022 - Present

Red Hat

- Lead and collaborate with cross-functional teams including designers, developers/engineers, product managers, and other stakeholders to define and execute UX projects. Collaborate with developers/engineers to ensure seamless integration of design elements and optimal user experience.
- Conduct user research to understand user behaviors, needs, and pain points. Utilize various research methods such as surveys, interviews, usability testing, and data analysis. Translate user insights into design solutions that enhance the user experience.
- Contribute to enterprise design system by creating and documenting UI components, and designing standardized patterns. Ensure usability and accessibility standards, while also evolving the system to align with design trends and emerging technologies.
- Create assets at all stages of the design process, from requirements to mockups: create wireframes, journey maps, prototypes and detailed mockups and collaborate with engineers during the build phase
- Create intuitive information architectures, user flows, and wireframes.

Sr. Designer: January 2018 - March 2022

USAA

- Design, lead, and drive USAA's brand and oversee company-wide campaigns. Work closely with clients to gather requirements, present design concepts, and incorporate feedback. Lead brainstorm and discovery sessions, and present to cross-functional teams and stakeholders/company executives. Focusing on articulating design rationale, and incorporating feedback into the design cycle.
- Create and document design standards for the marketing brand style-guide. Document formal processes for asset execution and delivery. Establish a consistent user experience and streamlined design and development processes.
- Translate business requirements and user needs into intuitive interface designs and interactive elements. Produce high-quality sketches, wireframes, and mock-ups.
- Mentor junior designers, providing guidance on design principles, tools, and industry best practices.

Contract Designer // Designer I:

November 2016 - May 2017 // May 2017 - January 2018

USAA

- Contribute to the growth and development of the design team by sharing expertise, offering mentorship, and participating in knowledge-sharing initiatives.
- Adhere to security and compliance standards, as well as industry regulations, to ensure the confidentiality and protection of sensitive member data.
- Ensure consistency in design elements, branding, and messaging across the websites and aligning with USAA's overarching visual identity.

Designer: April 2014 - November 2016

Creative Blend Design

- Demonstrate the value of design as a strategic partner by working with team members to craft, iterate, and deliver solutions that align with customer needs. Concept, copy write and design creative for social media advertising, digital media, print media, packaging, brand and identity.

Designer: April 2013 - November 2016

Freelance

- Create design materials for clients including: brochures, invitations, envelopes, reply cards, newsletters, logos, business cards, programs, door hangers, posters, podium signs, and PowerPoint presentations.

Designer/Design Intern: May 2011 - December 2013

INK PR

- Coordinate all aspects of the design process from meetings and initial concepting through design, production and development of the final product.