

//RACHAEL MARR

UX Designer & User-Centered Design Nerd

SKILLS

SOFTWARE

Sketch
Figma
Miro
Invision
Jira
Illustrator
Photoshop
InDesign
XD
Microsoft Office
Axure

LANGUAGES

HTML & CSS
JavaScript
Japanese language
R

OTHER

White boarding
User research
Graphic design
Inclusive design principles

EDUCATION

CURRENTLY PURSUING

Micro Masters in Data Analytics
Expected graduation
May 2021
EdX + Georgia Tech

PRIOR DEGREES

M.S., Human-Computer Interaction
May 2017
University of Maryland—
College Park

B.A., Graphic Design

June 2012
Illinois Institute Of Art—
Chicago

B.A., Japanese Language

December 2007
University of Maryland—
College Park

EXPERIENCE

UX DESIGNER/ PROJECT LEAD

BroadSoft now Cisco
**June 2017
to Present**

//Design lead on several high priority and high visibility projects

//Managing designers and design deliverables.

//Consistently distilling complex information to make it understood by a wide variety of user types and audience.

//Present and defend designs to internal and external stakeholders of all levels on a daily basis.

//Redesigned products based on user data, industry best practices, and testing.

HCIM GRADUATE ASSISTANT

University Of Maryland
**September 2015
to May 2017**

//Created and launched the Master of Science in Human-Computer Interaction program website

//Rebranded whole program, including: logo, color palette, various printed materials, ads, and swag

//Building social media presence via content strategy principles for the HCIM program

UX DESIGN INTERN

Cortina Productions
May 2016 to August 2016

//Responsible for talking to client and wireframing on various platforms, from a large scale touch screen to mobile applications

//Worked with programmers to save out various interactive assets

GRAPHIC DESIGNER

*National Trust for
Historic Preservation*
**January 2013
to August 2015**

//Designed quarterly publication, *Preservation* magazine; created and in charge of ten department sections within the publication

//Created various award-winning organizational materials such as: web banners, printed banners, logos, and emails

PROJECTS

FEMINIST FOLKLORE PODCAST **May 2016 to Present**

Co Host + Co-Creator // Audience: women (age range 20-50)

Co-host and co-creator of a widely featured podcast, outlets include Bust magazine, The A.V. Club and the Chicago Podcast Festival.

SCIENCE EVERYWHERE **May 2016 to Present**

NSF grant // Audience: Elementary to middle school students (age range 10-14)

Lead designer on a project that uses large touch screen displays to promote science learning through a new social media platform.

UMD'S ISCHOOL WEBSITE **March 2016 to May 2016**

Website design // Audience: Prospective, current students, faculty and staff (age range 18 +)

Lead designer on redesign of iSchool's website.