

STACI JAIME

PRODUCT DESIGNER

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801-726-5609

EDUCATION

M.S. Human Centered Design & Engineering

University of Washington - March 2017

B.S. Business Management

Brigham Young University - Dec 2011

Visual Art and Japanese minors

SKILLS

Design

Sketch

Adobe CC

Interaction design

Visual design

Sketching

Wireframing

User research

User journeys

Prototyping

Invision

Framer

Axure

HTML/CSS

JavaScript

Android Studio

Unity

AWARDS & TALKS

Best in Research - HCDE Capstone Competition

2nd place - Walmart Intern Hackathon

Convey UX 2017 Project Presentation

"Immergent Tech: VR" - UW Seattle

"VR vs AR" - UW Bothell

LEADERSHIP & SERVICE

Led 12 events as Chief of Operations for HCDE Grad Student Association

Planned & taught 3 user-centered design workshops to high school students

Inclusion & Diversity Lead for new Accenture analysts

I'm a creative, self-driven designer who loves turning complex interactions into enjoyable experiences. My core strength is interaction design, with skills in visual design, research, prototyping, business, and front-end. I love learning and helping others grow.

EXPERIENCE

UX Design Lead - Accenture - Google Business Group

May 2017 - Present | San Jose, CA

Design user workflows, interactions, and prototypes for multiple Fortune 500 clients with a focus on Android and iOS design. Work closely with key clients, developers, and product teams.

Created design patterns and led the design process as a sole designer and on teams up to 5 designers. Led the redesign of a mobile application used in 88,000 stores in the US & Canada which empowered users to sell and create better displays based on data.

User Experience Architect Intern - WalmartLabs

June 2016 - August 2016 | San Bruno, CA

Created interaction flows and visual designs for the online checkout process. Worked with researchers, engineers, product managers, and designers to create data-driven user experiences. Helped customers check out quickly by simplifying layouts and designing better default scenarios. Designed and prototyped a new feature piloted at five Walmarts to improve the process to order online and pick up instore.

Digital Content Designer - Target

July 2013 - April 2015 | San Francisco, CA

Defined content strategy based on user research and worked closely with developers and product team to make site changes. Performed research studies and used findings to redesign CMS tool and an inventory management tool. Persuaded CTO and key stakeholders to implement my designs which decreased error rate and use times by around 4% across 1500 stores and was predicted to save a quarter million dollars a year.

Website Coordinator - Overstock

July 2012 - January 2013 | Salt Lake City, UT

Planned, implemented, and analyzed promotions along with designers and front-end developers. Led a cross-functional team in the strategy and creation of the Gift Center application which brought in an additional \$3.5 million revenue over the holiday season.

Teaching Assistant: Foundations of HCDE - UW

January 2017 - March 2017 | Seattle, WA

Planned and led weekly class discussions on the implications of technology and society on products and services. Worked with 25 students on how to best implement user-centered design processes in complex and ambiguous situations.