Sarah Field

UX Designer

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Senior UX Designer with 4+ years of experience, specializing in enterprise and complex system design. Proficiency in defining design strategies and vision setting as well as balancing tensions that exist within a system for a solution to be successful for both user and business needs.

CURRENT ROLE

Senior UX Designer - UEGroup

May 2019 - Present

PROJECTS

LOANtuitive - Lead UX Designer and Researcher

December 2020 - February 2021

- Defined a vision and strategy for stakeholders to interface with customers
- Created high-fidelity wireframes and applied final visual look and feel

CertScan Redesign - Project Lead and Main UX Designer

June - December 2021

- · Conducted 17 discovery interviews with stakeholders and users
- Planned and moderated 19 virtual testing sessions with users across 3+ countries
- Spearheaded the design from early concepts to final delivery
- · Managed asset creation for Bootstrap development files

Debrief Tool Redesign - Project Lead

April - August 2022 CONFIDENTIAL - AEROSPACE DEFENSE

- Led a team of 3 UX designers, providing feedback and to ensure quality and project success
- Increased user satisfaction with the tool up to 80%
- Facilitated client communication and research visits to Air Force bases

Aircraft Maintenance and Lifecycle Legacy System -

Project Manager and Main UX Designer

September 2021 - September 2023 CONFIDENTIAL - AEROSPACE DEFENSE

- Defined and enforcing the overall system framework architecture for a multi-user, multi-application software
- · Leading a team of 5+ UX designers, researchers, and developers
- · Led 6 research visits to 3 different Air Force bases and 5 client visits
- · Design lead for 20+ application redesigns

EDUCATION

Purdue University B.S. User Experience Design

West Lafayette, IN | 2016 - 2020

Specialization in Interaction Design, Project Management, and Information Architecture

SKILLS

Design and Research

- · Information Architecture
- Evaluating logic and functionality in designs
- Complex framework architecture design
- Preparing for and conducting user testing virtually and in person
- Wireframing and prototyping
- Creating and adhering to a design system

Management

- Translating user needs into business actions
- Identifying key goals and coming up with a plan to get there
- Team management
- · Client communication

Other

- · Dealing with chaos
- Defining UX principles
- · Balancing tensions