

Sharon Taylor

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roundboxdesign.com

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Skills

Wireframes and Mockups

Prototypes

Researching User Expectations

Research Industry/Market Trends

Code in XAML, with some C#

Understanding of HTML, CSS

Understanding of JavaScript

Software

Adobe Illustrator

Adobe Photoshop

Adobe InDesign

Visual Studio (including Blend)

InVision App (for prototypes)

Microsoft Office

Sketchflow (for prototypes)

Education

MBA Marketing

November 2009

University of Phoenix

Bachelor's Business/eBusiness

April 2005

University of Phoenix

User Experience Design & Research | Visual Design
User Interface Design & Development

Experience

User Experience Designer

On Center Software | July 2016 - Present

- Research design standards for mobile and desktop interfaces to update the company's applications
- Create sketches, wireframes and mockups for proposed updates to mobile and desktop applications
- Research competitor's software and how it presents the same, or similar, information and make recommendations
- Update mockups and create prototypes based on internal and external customer feedback, including interactive prototypes using InVision
- Collaborate with Product Manager, and Development Lead to make sure the final product meets expectations
- Learn about the current standards in the industry that directly affect customer expectations and workflows
- Map out workflows with flowcharts for mockup and prototype screens, and to document what was the final expected flow for the iteration

Interactive Developer

Infusion | May 2014 - March 2016

- Worked on various Proof of Concept Applications as part of an Agile team for client approval
- Created Styles and layouts based on design composites – WPF (XAML & C#), HTML, and CSS
- Created Resource Dictionaries in XAML for styles and templates
- Designed and created User Controls to be reused in other parts of the application.

Interactive Developer

Contract at ExxonMobile while at Infusion | May 2014 - March 2015

- Created XAML styles and templates in Resource Dictionaries for developers
- Worked with SME's and team members to prototype updates to the interface based on feedback from users
- Demonstrated workflow and business processes that would be addressed in the application
- This included watching how they use current applications to accomplish tasks and visualize data
- Suggested screen layouts, charts, and data trees to help users understand the data that is required for each task
- Researched similar applications, commercial and in-house, to see what solutions could be recommended
- Documented information on processes and data that would be used to create use cases to understand the flow
- Sketched rough layouts with use cases to make sure expectations on scope and functionality were aligned between development and SMEs
- Supported designer and the team's lead usability expert for testing after updates based on feedback

Front End Design and Development Consultant

Contract at Transocean while at Sogeti | October 2010 - May 2014

- Worked on the layout and design of user interface for Silverlight Web Application
- Researched what the target user was already comfortable with, including analog displays on the offshore rig
- Suggested UI designs based on user's current workflow and the readouts they expressed they were more comfortable with (the analog style of dials.)
- Displayed rig data using Telerik gauges and graphs styled to resemble their analog counterparts
- Wrote up use cases, and created sketches of proposed controls for clarification of expected functionality and establish scope
- Created a prototype in Sketchflow for stakeholders to review suggested page layouts and user control designs
- Documented layouts and user controls, including expected flows, functionality and values displayed
- Created the layouts using Blend and Visual Studio
- Used Blend to create custom vector artwork used in the gauge styles
- XAML styles and templates were cleaned up and merged into Resource Dictionaries using Visual Studio