mu
maggie walker

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objective

I have an educational background in graphic design and have spent the last 8 years working on the frontend of web-based applications and websites, first as a developer and more recently as a UX designer. I have a strong passion for UX and usability, which for me is all about understanding the users' needs to develop clean, consistent, accessible, and beautiful design patterns. I have many years of experience working with remote/distributed teams and love teaching others about frontend development, UX, and accessibility.

skills

— Expert in Adobe Photoshop and Illustrator.
— Expert in Figma for wireframing, UI design, prototyping
— Expert in modern HTML, CSS, responsive design and development, web accessibility, Markdown
— Excellent grasp of information architecture, listening to and distilling user needs to create user flows, wireframing, prototyping, and UI design.
— Proficient in Javascript, jQuery, Typescript, Angular
— Very proficient with Git and Github
— Familiar with React and Ember.js front end frameworks, Node.js ecosystem
— Excellent teaching/tutoring and communication skills
— Proven track record of thriving in remote work environments, having worked remotely since 2015

education

Code Fellows
Seattle, WA | 2014
UX Design and Development Certificate

Massachusetts College of Art and Design
Boston, MA | 2008-2012
BFA, Graphic Design, Graduated with Departmental Honors

reference

Chris Webber
Manager at Chef Software from 2015-2018
cwebberops@gmail.com
(951)892-6128

Trevor Bramble
Colleague at Chef Software from 2015-2018
inbox@trevorbramble.com

experience

Mondoo | UX Designer - Level 5 | February 2022 - Present
— Designed new features and improved existing features for Mondoo's security product, as well as design support for the marketing website.
— Collaborated with product managers, in-house security experts, sales representatives, developers, and fellow designers to define project goals and requirements.
— Developed wireframes, prototypes, and interactive mockups to effectively communicate design ideas
— Collaborated on a custom design system in Figma and championed the creation and maintenance of easy-to-use components across designs.
— Utilized Loom, a screen recording tool, to create concise and visually engaging demos of design concepts. This enhanced communication and collaboration by providing stakeholders with clear and easy-to-understand demonstrations of design ideas, facilitating efficient feedback gathering and iteration cycles.
— Led in-house workshops to document UX personas and Customer User Journeys
— Conducted user research to understand needs, behaviors, and motivations of our users.
— Successfully led a comprehensive redesign of the color palette for Mondoo's product, including a full rainbow of data visualization colors and a complete variation of the palette for colorblind users, resulting in a visually refreshed and cohesive interface that is accessible.
— Designed custom iconography for product navigation.
— Designed custom illustrations for product and marketing.

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experience (cont.)

SourceCred | UX Design & Development | Jan 2021 - February 2022
— Designed new features for the SourceCred product, collaborated with engineers to strategize about new features, supported engineers with implementing design specifics (HTML/CSS), designed features starting from user flows to wireframes to final UI prototypes.
— Collaborated on roadmap development for features and prioritization based on grants for certain feature work requested by DAOs using SourceCred.
— Supported project management and wrote design specs for feature work.

Self Employed | Graphic/Web Designer | June 2019 - February 2022
Logo design, website architecture and design work, social media advertisement design, and document design for educational materials.

Chef Software | Software Development Engineer 2 | August 2015 - May 2019
— Built and maintained the UI/front end for Chef marketing websites(chef.io,habitat.sh, docs.chef.io, learn.chef.io, downloads.chef.io, etc) and the websites for our yearly events (ChefConf and Chef Community Summit)
— Assisted with UI/UX design strategy
— Transformed existing Chef web properties into a more consistent and streamlined design aesthetic
— Worked with UX, product, and back end engineers to implement features on Chef Automate (our customer-facing product)
— Helped to build and maintain the pattern library for use with Chef Automate
— Tutored fellow engineers to improve their front end development skills
— Languages required: HTML (incl. Slim, ERB, Haml), CSS/SCSS, JavaScript (incl. jQuery and ES6), Ruby, Angular2, Git