Suzanne McDonnell

Education

University of Texas at Austin
Bachelor of Arts in Studio Art
2004 – 2008

Center for Furniture Craftsmanship
Intensive | Fellow
2013 – 2015

Tools

Sketch
Invision
Figma
Adobe Suite

Skills

Wireframing
User Research
Client Management
Design Systems
C&C Research
Usability Testing
A/B Testing
Prototyping
Content Strategy
Journey Mapping

Contact

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About

Hello! I'm a UX designer with a diverse background in art, furniture making and restaurant management. Im excited about using my experience to make smart, intuitive and enjoyable products for people and businesses.

Experience

UX Designer
Small Business Hackathon - March 2021

• Won the highest score of 14 teams with a functional Sales Forecasting Dashboard for restaurant point of sale in order to maximize revenue, tips and morale, while minimizing waste
• Collaborated to build my idea with a multidisciplinary team of UX, data science and developers

UX/UI Design Consultant
Healthinity, Remote - 2021

• Delivered a fully researched, high fidelity prototype to Healthinity, a test kit based start up in Germany
• Completed user interviews, C&C analysis, user personas, and multiple rounds of usability testing
• Design led a team of 4. Individually controlled the design system, final wireframes and prototype

UX Design Immersive
General Assembly, Remote - 2020

• Gained fluency in the core UX / UI techniques
• Executed 5 different UX projects end to end, to industry standards over the course of an intense 12 weeks
• Practiced working remotely, staying self motivated and turning ideas into deliverable products

General Manager
Cane & Table, New Orleans - 2015-2020

• Collaborated with Chef, owners, bar and service teams to create the best possible experience for our guests
• Led redesign of logos, sign, website and menu. This included communicating our needs with a graphic designer as well as building the signage myself