Savannah Nyre

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PROFILE

- 5 years of experience in a professional graphic design career; with over a year of experience in user interface and user experience design; creates design libraries for optimal efficiency.
- A passion for human-computer interaction, believes in the importance of easy navigation and easy to understand technology.
- 2 years of user interface and user experience design education, creating prototypes, wireframes, and always testing the product.
- Actively looks to improve products to be the best for the user and improves internal processes.
- Adaptable to work flows changing, working at an agency will change priorities all the time depending on the client's needs and wants. Quick at my job and gets excellent results while making sure the finest details haven't been missed.
- Uses design knowledge and best practices to make sure sites and landing pages have best ADA practices; such as colorblind users will still be able to recognize calls-to-actions and see errors when filling out forms.
- Empathetic towards users to make sure they can use the product, and to anyone who comes into my life. I will always try to understand where one is coming from and always willing to be corrected and educated in things I am not currently aware of.
- Believes in having a Rave Thursday - let's have a little fun listening to great beats while working.

SKILLS

- Figma
- Adobe Creative Suite
- Time Management
- Teamwork
- Communication

- Design Systems
- Wireframing
- Prototyping
- Google Forms
- GitHub

- CSS / HTML
- Maze.co
- Asana
- Quick Learner
- Fast-Paced

WORK EXPERIENCE

UX / UI Designer, Marketing   *Oozle Media | 2019-2022*

- Designed for 2 different books for over a year which was approximately 50 clients all at once.
- Implemented an Adobe CC Library for all designers to use to create more efficient work. Making my own personal flow quicker, cutting down time and allowing me to bring on more projects.
- Introduced the team to Figma cutting the landing page design process from 5 hours to 3.
- Created a workboard in Asana that allowed all team members to know where projects are, what phases are coming up, what is road blocking them, and where we can get more information.
- Helped manage, design, and launch over 25 sites in 2021.
- Used HotJar and other tools to figure out our landing pages could convert better, created a new template with the help of our Developer and Copywriter, that produced more leads.

Graphic Design Manager, Journalism   *The Utah Statesman | 2016 - 2019*

- Managed a team of 8 designers varying from part-time beginner designers to full-time team members getting a degree in design.
- Created a system in Trello that allowed other departments to know where their projects were, who had them, and when they were expected to get them.

- Facilitated last minute news stories that needed designs as soon as possible to get into print that night; working quickly to get the front page done and the inside stories to look just as nice.
- Helped the team to submit to CMBAM, an award program for college journalism, with my team winning 3 different design categories that year.

Graphic Design Intern, Digital Technology   *Jive Communications | 2016*
- Learned valuable company work flow processes, design standards, and creating efficient libraries that allowed for a quicker workflow.
- Worked with the marketing department for internal and external projects.
- Created a slideshow template that anyone in the company could use and have it still follow Jive's style guide and branding.

EDUCATION & TRAINING

Certificate, UX/UI Bootcamp Program   *University of Utah | June 2021*
Diploma, Bachelor of Fine Arts, Graphic Design   *Utah State University | May 2019*