

Audrey Bentley

UXUI Designer & Project Manager

Professional Experience

Apr 2023 - Present

Five Pack - Tulsa, OK, UXUI Designer & Project Manager

- Manage cross-functional teams of designers, developers, and business analysts utilizing Agile frameworks.
- Pioneered a new role, blending MVP design expertise with an innovative approach to establish a streamlined discovery process. Responsibilities include analyzing business needs, documenting processes, and facilitating communication between stakeholders.
- Played a pivotal role in securing new client contracts, with a notable 50% conversion rate, by refining business processes and enhancing final deliverables. Process refinements include ensuring proper identification and documentation of MVP project objectives, close collaboration with developers for accurate project estimates, and enhancing deliverables.
- Consistently deliver high-quality UX/UI designs, interactive high fidelity prototypes, and documentation, meeting project objectives and exceeding stakeholder expectations for usability and user satisfaction.
- Contribute to social media and marketing initiatives, leveraging UX/UI to enhance brand visibility and engagement across digital platforms.

Sep 2022 - Present

A.L. Designs - Tulsa, Ok, Independent Contractor

- Contract Work as UXUI Designer, Web Designer, and Interior Designer.
- UXUI Design - Execute end-to-end design processes, including proof of concept prototyping, user persona development, etc. Translate business requirements into visually engaging designs, adhering to deadlines, standards, and cost targets for optimal project outcomes.
- Web Design - Translate client requirements and brand guidelines into visually compelling website layouts, incorporating design trends and best practices. Conduct usability testing and gather feedback to refine website designs, improving navigation, performance, and conversion rates.
- Interior Design - Conduct client consultations to understand project requirements, assess space constraints, and propose design solutions aligned with budget and timeline constraints. Develop comprehensive design concepts, including space planning and material specifications.

Sep 2022 - Dec 2022

General Assembly - Remote, UX Design Lead

- Full-time immersive program, consisting of 600+ hours, both in-class and after hours. Executed end-to-end UX/UI design processes for multiple projects, from the user research phase through UI design, including prototyping, usability testing, iteration, and stakeholder presentations.

Contact Info

Tulsa, Oklahoma

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Education

General Assembly

UX Design Certificate

Sept - Dec 2022

Remote

Oklahoma State University

B.S. Interior Design

Human Environmental Sciences

Aug 2004 - May 2008

Stillwater, Oklahoma

Skills

UX Design

Visual Design

Design Systems

Autolayout

Prototyping

Wireframing

Site Mapping

DEV Handoffs

UX Research

User Interviews

User Personas

Usability Tests

Card Sorting

Competitive -

Analysis

Affinity Mapping

Technologies

Figma

2020 Design

Photoshop

Jira

Google -

Workspace

Microsoft Suite

HTML / CSS

Other

Graphic Design

Interior Design

Project -

Management

Branding

Data Analysis

Merchandising

Current Obsessions

Hiking / Exploring New Places

Obscure Embroidery

Drawing Digital Portraits

Organizing Cluttered Spaces

Professional Experience, Continued

Jun 2009 -
Sept 2022

Lowe's - Tulsa, OK, Project Sales and In-Home Consulting

- Managed important and time-sensitive design projects from start to finish, collaborating across cross-functional teams ensuring project continuity and consensus on projects.

May 2007 -
Feb 2009

Kinslow, Keith, & Todd Architects - Tulsa, OK, Interior Designer

- Led the delivery of quality, timely deliverables such as presentations, design documents, and production work timelines to 4-5 clients per week.

Relevant Projects

Sep 2023 -
Oct 2023

Enterprise Resource Planning App (Name Confidential) - Product Manager

- Successfully led the design and delivery of Phase 1 for a high-end ERP application, prompting client approval and advancement of the project.
- Collaborated closely with the project architect to map data flows, as well as produce quality designs, detailed information architecture, and comprehensive flow charts within a six-week timeframe.
- Delivered a comprehensive plan to stakeholders, including proposed Figma designs, onboarding flows, high-fidelity prototypes, future phase plans, a component library, and a proposed style guide.

Aug 2023 -
Sep 2023

Ovara - UX/UI Designer and Project Manager

- Designed and managed a significant update for the existing Ovara App, successfully transitioning the app from a free to a subscription-based service.
- Managed the development and integration of the payment infrastructure across both iOS and Android platforms, while working within limits to mitigate downtime for existing users.

Apr 2023 -
Jun 2023

School Safety App (Name Confidential) - Product Manager

- Oversaw a multidisciplinary team of designers, developers, and business analysts in an 8-week design and estimation of an iOS app aimed at promoting school children's safety.
- Implemented specialized design considerations for older demographics, ensuring interfaces catered to users of varying technical proficiency.
- Successfully presented the final MVP product to stakeholders, resulting in client approval for purchase and development. Slated for release in 2024.

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