

MAYA STUCKY

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User experience (UX) designer with a background in art history, art theory, and web development. Understands the interrelation between psychology, sociology, and design to communicate with users. Motivated to learn the ropes of the UX field and advance my design and research skills through mentorship and engagement with experienced designers and stakeholders.

EDUCATION

Interaction Design Foundation Bootcamp

Jan 2021 - March 2021

UX Design Bootcamp

Georgia Institute of Technology

May 2020 - August 2020

Full Stack Web Development Certificate

Bryn Mawr College

Bachelor of Arts (BA) History of Art (Magna Cum Laude) 2020

DESIGN PROJECTS

Early Word January 2021 - March 2021

- Conducted user research, created personas, developed user flows and stories, wireframed, prototyped, and tested usability for a local and world news mobile application that aims to provide a more accessible and customizable user experience.

Eventure January 2021 - March 2021

- Conducted user research, created personas, developed user flows and stories, wireframed, prototyped, and tested usability for a web application for finding local events and connecting users with other attendees.

DailyUI January 2021 - Present

- Designed user interfaces for 100 days using prompts from DailyUI to strengthen prototyping and design skills.

Jot November 2020

- Conducted user research, created personas, developed user flows, wireframed, and prototyped for a journaling application called "Jot," which aims to provide a simplified journaling experience than its competitors.

RELEVANT EXPERIENCE

Freelance Presentation Designer Feb 2021 - Present

- Hill & Company and Collective Health Impact
 - Redesigned and rebranded two presentations on team facilitation and consensus-building.

Georgia Tech Full Stack Web Development Bootcamp May - August 2020

- Researched, designed, coded, and presented user interfaces for three, one-week-long web development sprints using Sketch.
- Evaluated and iterated designs alongside other developers and compromised on viable designs.
- Presented designs and front-end code and explained design decisions and competitive analysis research.
- Operated under extreme time and developmental constraints.

SKILLS

AdobeXD	Figma	Sketch	User research	Usability testing
User testing	Prototyping	Design thinking	JavaScript	HTML
CSS	Design sketching	Interaction design	User experience(UX)	