

ANDREA ALGIERS

UX/UI DESIGNER

CONTACT

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SKILLS

UX

User testing
User interviews
Task flows
Affinity mapping
Wireframing
Card sorting
Test plan writing
Paper prototyping
Moderating testing

UI

Responsive design
Mobile design
High fidelity mock ups
UI visual design
Microinteractions

TOOLS

| | |
|-----------|-----------------|
| Sketch | Illustrator |
| Figma | Invision App |
| Miro | Usertesting.com |
| Procreate | Axure |
| Photoshop | |

EDUCATION

Milwaukee Institute of Art & Design
Bachelor of fine arts, Photography 2007

GALLERY EXHIBITS

Art in Flux 2010, 2011, 2012
Far-Flung , 716 Gallery 2008

EXPERIENCE

UX Designer – GoHealth

July 2020 - Present

At GoHealth I work on multiple digital initiatives, from both the agent/marketplace and consumer point of view. I am responsible for conducting research, testing product ideas and implement user-centered solutions.

UX Designer II - Inventables

May 2017- July 2020

As the UX designer I worked closely with our product and development team to create a more streamlined carving experience of our Easel software platform, and our branded website. I owned all aspects of the UX/UI process from user research to final UI implementation.

UX Architect- Blue Chip Marketing

November 2016- May 2017

Created UX deliverables including information architecture, wireframes, prototypes, use cases, workflows and usability testing results. I worked with our team to iterate on designs during implementation on a wide range of consumer and pharmaceutical clients including: On-Cor, B&G Foods, Procter & Gamble, McCormick Spices.

UX/UI Designer- Shapiro + Raj

October 2016

Worked in a fast paced sprint to design a functional website for an existing data visualization program. Under an aggressive timeline I produced basic wireframes and iterations that led to the final design. I delivered a full UI website and worked with the developers to begin execution.

UX/UI Designer- DESIGNATION

Jan-May 2016

Worked as a UX/UI Designer as part of an intensive digital design bootcamp. We focused on agile, user-centered design methodologies, while I gained experience working with several clients.