DOROTHY DAY BADEN-MAYER
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SUMMARY

UX Designer with experience in research, prototyping, user testing, and frontend coding including CSS, HTML, and JavaScript. My passion as a designer stems from the desire to leverage research insights to expose user pain points, in order to design elegantly simple interface solutions that increase user engagement. I'm insatiably curious and have a deep commitment to continuous learning and growth.

SKILLS

Visual Design
User Interface Design
User Research
Brand Strategy
Information Systems
Personas
User Stories
Wireframing
Prototyping
User Testing
Team Collaboration

TOOLS

Figma
Adobe Creative Suite
inVision
Usability Hub
HTML, CSS, & JavaScript
GitHub
Slack

EDUCATION

George Mason University
M.Ed. in Elementary Education
June 2013; GPA: 3.97
Honors: Recipient of the THA Foundation scholarship, 2012; Recognition of Excellence award on Praxis II, 2012

University of Texas - Austin
B.A. in History, Minor in Art History
December 2007
Honors: First Team Academic All-Big XII, 2006-2007; Big XII Commissioner's Honor Roll, 2004-2007; Phi Alpha Theta History Honor Society; Charles and Karen R. Matthews Endowed Scholarship, Spring 2006.
Activities: Varsity Rowing, Four-Year Letter-winner; Blanton Art Museum, Student Docent

PROJECTS

Sukha
Researched, designed, tested, and refined an interactive meditation mobile app. Utilized UX best practices and accessibility knowledge to create cohesive wireframes and prototypes.

Studentio
Collaborative cloud-based storage for primary years educators, students, and parents. Conducted user research, surveys, interviews and competitive analysis to identify user pain points and develop persons, user stories and user flows. Designed wireframes, high fidelity mockups, and clickable prototypes. Administered usability and preference testing. Created original brand elements such as name, logo, typography, imagery, and color palettes. Engaged in continuous collaboration and critiques with peers, UX professionals, and mentors to hone and refine my iterations.

BusyBus
Public bus tracking app that allows for easier identification of bus routes and pick up locations and times. Conducted user research, created information architecture, designed prototype iterations with Figma, and coded a functional web app using HTML and CSS.

EXPERIENCE

Bloc 2018-2020
UX/UI Design and Frontend Development

- Immersive, project-based apprenticeship under the mentorship of seasoned UX professionals
- Projects spanned the entire cycle of the design process, as well as bringing products to life through frontend web development of mobile and web applications

Mount Daniel School, Falls Church, VA
First Grade Teacher, August 2014 – Present

- Consistently guided 100% of students to achieve a year or more of growth on developmental reading assessments
- Developed a years worth of new math curriculum, including assessments, based on the math workshop model
- Collaborated with a team of 16 teachers, 10 specialists, and 3 administrators to create enriching, engaging Units of Inquiry
- Represented and advocated for colleagues and students as a Falls Church City Education Association board member
- Differentiated instruction for classes up to 22 students, including 30% of English Language Learners
- Mentored 3 new teachers throughout their first year