

A little bit about
MANDY MESSER



*“I like big opportunities and collaborative environments.
It’s here that great things happen **by accident, or by design.**”*

A highly-motivated interaction designer and instructor with a diverse skill set combining creative strategy, technical knowledge, analytical thinking and personable communication.

Research
Wireframing
Prototyping

Strategy
User Flows
User Testing

working knowledge of
HTML/CSS

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EXPERIENCE

User Experience Designer, Researcher & Instructor / Freelance

*Nov 2011 - currently
San Francisco, Ca*

BEYONDUX Bring a consumer travel app to launch for AAA Innovation Group; Team lead & concept design for a kid's game app & wearable device; User testing and strategic recommendations for future iterations.

ACADEMY OF ART UNIVERSITY Guide, grade and monitor MFA online courses for the Web & New Media department; Provide feedback to MFA students for midpoint reviews; Manage discussions through the online LMS.

EARLY-STAGE START-UPS Brand strategy consulting with co-founding team; Product design, rapid prototyping and user testing for strategic product design decisions.

HOT STUDIO Originate and bring concepts to life for a behavior change app fostering positive financial habits, as well as a social travel app. Helping to shape an agile scrum process for digital product design and development.

ODOPOD Craft documentation for second screen mobile app and media console UI, including: content strategy, screen flow diagrams, adaptive screen wireframes, and system design.

RINEY Consulting, content strategy and interaction design for PayPal new product launch, PayPal dot com redesign and US Cellular's first mobile site. Technical annotations and client presentations of responsive design concepts.

UX Design Immersive Instructor / General Assembly

*Mar 2014 - Aug 2015
San Francisco, Ca*

Collaboratively design & adapt the curriculum to industry changes; Leadership, lectures, discussions & workshops for 16-60 students; Provide feedback on UX project work & presentations; Provide 1-1 & team coaching and mentorship.

Sr User Experience Designer / Organic

*Jul 2010 - Nov 2011
Bloomfield Hills, Mi + San Francisco, Ca*

Craft documentation for Walmart's 1st e-commerce iPad app; Lead Axure adoption internally for specification and rapid prototyping; Detailed architecture documentation for Hilton's 10 brand, 3,000+ property and corporate site redesigns.

Principal & User Experience Designer / Topaz Web Agency

*Apr 2009 - Sep 2012
Metro-Detroit, Mi*

Legal, financial and creative small business management; Proposal writing and account management; Project strategy, design, front-end development and team management.

Web Design Curriculum Specialist / TUMO

*Apr 2009 - Nov 2009
Yerevan, Armenia*

Write & test activities for learning web development and visual design at a high school level; Curriculum design for skills/goals of student learning plan; (TUMO is a creative learning environment for high school students in Armenia)

Information Architect & Account Manager / Artemis

*Nov 2007 - Apr 2009
East Lansing, Mi*

Innovate and implement new project processes for UX internally and with clients; Project management and UX for the largest project in the company - City of Aspen website redesign; Lead workshops and craft UX documentation.

Visual Designer & Front-end Developer / MSU College of Engineering

*Aug 2005 - Nov 2007
East Lansing, Mi*

Visual design layouts from concept to launch; Asset production & content integration; HTML/CSS/JS/PHP development for Drupal CMS; Manage 10+ projects in tandem; Video production and post-production for marketing pieces.

EDUCATION

Digital Media Art & Technology / Master of Arts

Jan 2004 - May 2006
Michigan State University

MA Student Representative; Design Editor for 'The Big Green', MSU's online magazine; Graduate Assistantship, DECS; participation in conferences, MA annual showcases

Mathematics / Bachelor of Arts

Aug 2000 - Dec 2003
Michigan State University

Vice President, Armenian Students Association; Study Abroad in London, England; Alternative Spring Break in Puebla, Mexico; Teaching Assistant for Trigonometry and Calculus II

"The user experience today is not only about individuals interacting with technology, it's about technology serving humanity and preserving what it means to be human.

In essence, we are designing for the human experience of integrating change into one's life.

Let's solve these problems together.

Thank you very much for your consideration."

A handwritten signature in black ink that reads "Amanda A. Messer". The signature is written in a cursive, flowing style.