

# Flannery Wilson

## UX Designer/Front-End Developer

Los Angeles, CA | (310) 486-6526 | fwils001@ucr.edu | [GitHub](#) | [Medium](#) | [Portfolio](#) | [LinkedIn](#)

As a creative UX designer and front-end developer with a PhD in Comparative Literature, I bring superb communication skills, problem-solving abilities, and a passion for research to my work. I enjoy helping people overcome everyday challenges and creating engaging user experiences that meet business objectives.

### SKILLS

- Wireframing, Visual Design, Layout Design, Prototyping, Sketching, Project Management, Storyboard, Presentation Design, Project Planning, User Testing, User Research, Technical Tool (Usage and Implementation), Design Studio Facilitation, Branding, Product Management
- Tools: CRUD, Flexbox, Bootstrap, Git/Github, Postman, Figma, Trello and Slack
- Programming Languages: Javascript, CSS, HTML, EJS, Python
- Frameworks: Flask, Express, React
- Databases: Mongo, Mongoose, SQL

### RELEVANT EXPERIENCE

#### UX Design Immersive | General Assembly | Remote | 12/2022-3/2023

Successfully completed 500+ hours of accelerated learning; developing a strong, in-depth UX toolkit with the ability to create meaningful analyses of experience based problems through the use of design thinking. Implemented data and research using prioritization and organizational systems to create actionable solutions and effectively collaborate with teams, developers, and stakeholders. Developed the following projects:

- **Dispela Antiques** | Led the redesign of an antique store website to create a more intuitive and streamlined browsing and checkout experience. Conducted research to develop a user persona, user flow, and site map, resulting in a visually appealing and organized site that reduced clutter and increased customer satisfaction.
- **Duolingo** | Developed and implemented a new feature in the language learning app that enabled users to practice their conversation skills one-on-one with an expert. Conducted user research to create two personas, a user flow, and wireframes, resulting in a more useful and engaging app that enhanced the learning experience for users.
- **Rethink Yearbooks** | Redesigned a specialized yearbook website using Figma, resulting in a 50% increase in customer traffic. Conducted user interviews to inform the creation of a site map, user persona, and user flow, resulting in a more visually appealing and user-friendly site that better met the needs of customers.
- **Quest Runner** | A 4-day hackathon sprint where I worked as a UX Designer on a cross-functional team of designers and developers. Our goal was to create an app that encourages children to do chores by rewarding them with coins. Thanks to our collaborative efforts, we were awarded the crowd favorite prize.

#### Software Engineering Flex Immersive | General Assembly | Remote | 6/2021–12/2021

Successfully completed 500+ hours of expert-led instruction in JS, Express, Node.js and hands-on learning of Unix, Flexbox and Bootstrap. Developed the following projects:

- **Mini Tamagotchi Project** | [GitHub Repo](#) | [Deployed Site](#) | Built with Javascript, CSS and HTML. The player must keep virtual Tamagotchi alive by feeding it, putting it to bed, and playing with it.
- **Paths of Life** | [GitHub Repo](#) | [Deployed Site](#) | Built with Javascript, CSS and HTML. A choose-your-own-adventure game in which the player works through worlds and gains wisdom points.
- **Pets in Space** | [GitHub Repo](#) | [Deployed Site](#) | Built with React and Express. A web page dedicated to memorializing past pets. Users can register to post pictures and login to edit or delete them.

**Professor of French | San Bernardino Valley College | San Bernardino | 8/2018–present**

- Promoted to remote instructor, based on exemplary lesson design and teaching evaluations.
- Taught over 200 students using my own curriculum for the purpose of helping undergraduates meet their language requirements.
- Redesigned the curriculum for the program, making it entirely online, resulting in a boost in enrollments.

**Editor in Chief | The Humanities in Transition | Los Angeles | 4/2016–present**

- Published 100+ original articles using the Medium digital platform for the purpose of informing readers about current issues in higher education.
- Gained over 60 followers and fans, which resulted in the journal gaining prominence.
- Selected, edited and published articles, resulting in a large growth in readership.

**Technical Writer | Hudson Legal | Pasadena | 1/2019–7/2020**

- Wrote hundreds of recommendation letters for international researchers, which allowed them to remain in the country.
- Received an award for my research skills in drafting the letters, which resulted in a promotion.
- Learned how to conduct research using databases, which enhanced my computer programming skills.

**EDUCATION**

**General Assembly | UX Design Immersive | Remote | Dec 2022-present**

**General Assembly | Front-End Web Development | Remote | 8/2022-10/2022**

**General Assembly | Software Engineering Flex Immersive | Remote | 6/2021-12/2021**

**PhD, Comparative Literature | University of California, Riverside | Riverside | 9/2005-5/2011**

**Bachelor of Arts, Italian | Barnard College | New York | 9/1999-5/2003**