

Ariel Swift UX/UI Designer

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EDUCATION

University of Cincinnati

Bachelor of Science:
Graphic Communication Design
with a Human-computer
Interaction Focus

SKILLS

- User-centered Design Principles
- Iterative Design Process
- Rapid Prototyping
- Usability Testing
- In-depth Research Interviews
- Research Planning & Synthesis
- Cross-functional Collaboration
- Wireframing
- Information Architecture
- Data Visualization
- Responsive Design
- Design Systems & Toolkits
- User Journeys
- Personas
- Scenario Mapping
- Design Project Management
- Cognitive Systems Engineering Methodologies
- Agile Methodology
- Section 508 Compliance

SOFTWARE

- **Design** Sketch, Figma, InVision, Jira, Miro, Adobe XD, Adobe Illustrator, Adobe Indesign
- **Other** Microsoft Office, Macintosh Applications
- Currently learning basic HTML/CSS & Framer

EXPERIENCE

Mile Two • UX/UI Designer

Sep 2020 - Present

- Independently integrated UX/UI design principles into the AFRL (Air Force Research Lab) Cyber Visualization initiative, showcasing user-centered design's value, and consequently driving design team expansion.
- Directed a design team in conceptualizing an AI-based air war planning software for The Naval Information Warfare Center Pacific. Executed iterative design cycles, refining UI from low to high fidelity, incorporating subject matter expert feedback.
- Collaborated with software engineers in agile sprints, enriching custom software with new features.
- As design lead, coordinated with human factors experts to conduct usability testing of prototypes. Incorporated Cyber Protection Team user feedback to validate design value and enhance usability, ultimately securing additional award funding for subsequent projects.
- Guided customers in deepening comprehension of complex cyber systems, defining requirements, crafting work domain models, scenarios, information architecture maps, and wireframes to facilitate design solutions.
- Contributed to the expansion of an existing design system and improved Section 508 accessibility compliance for optimized usability.
- DOD Active TS Clearance

Live Well Collaborative • UX/UI Design Fellow & Project Lead

May 2019 - May 2020

- Oversaw a design team partnered with GE Healthcare and UC Health to enhance patient experience. Formed design thinking workshops, guided research, and managed planning and communication with stakeholders through the project lifecycle.
- Lead interface designer for a Cincinnati Children's medical device. Orchestrated stakeholder research to identify opportunities for optimization, developed UI styles and design systems, and performed patient-focused usability tests to validate designs.

Co-ops/Internships • Part of Undergraduate Program

- Live Well Collaborative • UX/UI Co-op • *Aug 2018 - Apr 2019*
- Simple Finance • Product Design Co-op • *Jan 2018 - May 2018*
- Dublin by Deloitte • Design Strategy Co-op • *May 2017 - Aug 2017*
- Matson Money • Product Design Co-op • *Aug 2016 - Dec 2016*
- Essential | Part of PA Consulting • UX/UI Co-op • *Jan 2016 - Apr 2016*