

# VERO V REEVES

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My goal is to find a great team to work with while building on my knowledge as a UX/UI Designer. I am a people person with great communication and presentation skills. My curious and optimistic outlook helps with problem solving and I enjoy logic puzzles that range from strategy games to rock climbing. Creating a culture of accessible, friendly design based on person centered research is important to me. I continue to expand my knowledge of front-end development and graphic design tools as well.

Please check out my portfolio: [www.veronicareevesart.com/ux-design](http://www.veronicareevesart.com/ux-design)

## EDUCATION

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### UNIVERSITY OF OREGON

FEB. -AUG. 2021

Certificate UX/UI design

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### PACIFIC NORTHWEST COLLEGE OF ART

Aug. 2013 – June 2015

Master of Fine Arts in Visual Studies

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### UNIVERSITY OF COLORADO

Jan. 2005 – June 2008

Master of Fine Arts in Painting

*Summa cum Laude*

## EXPERIENCE

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### OREGON DEPT. OF DEVELOPMENTAL SERVICES DIRECT SUPPORT PROVIDER

Jan. 2019– present

- Helping my client make progress with learning to perform tasks independently, integrating with the community, and successfully communicating
- Celebrating successes with the client as they forge new skills of communication and daily living tasks

- Creating opportunities for my client to find successful modes of self-expression and autonomous choice making

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## STARBUCKS BARISTA TRAINER

Oct. 2018– June 2021

- Created a welcoming, coffee shop vibe where guests could feel recognized and appreciated
- Awarded “Caldest Head” ‘Buckies award
- Mastered the art of foaming milk
- Won the trust of fellow employees, trainees, and supervisors
- Partnered in helping raise our location’s connection, cleanliness, and window time scores

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## OREGON COLLEGE OF ARTS AND CRAFTS ART INSTRUCTOR

May 2017– May 2019

- Gained the confidence of my students as they developed confidence in themselves
- Created curricula that were flexible to my students’ range of skills and needs
- Empowered my students to speak and share about their work and challenges
- Developed projects for students to learn new art skills while also taking an art appreciation journey

### UX/UI SKILLS SUMMARY

<u>User Experience</u>	<u>User Interface Design</u>	<u>Qualitative Research</u>	<u>Front End Development</u>
Surveys	Figma	Usability Testing	HTML, CSS, JavaScript
5 Whys	Wireframes	Guerrilla Testing	GitHub
Empathy Map	Heuristic Analysis	5 second test	CodePen
Affinity Diagram	Lo-fi & Hi-fi Prototype design	User Interviews	Visual Studio Code
User Flow	Accessibility	Surveys	
User Journey Map	HIG	Powerpoint Presentations	
Personas	Material Design	Client/Stakeholder liason	