



RACHAEL MILLER

UX/UI DESIGNER

Rachael@RachaelMillerDesign.com

www.RachaelMillerDigitalDesign.com

linkedin.com/in/rachaelmillerdesign

401-447-9894

OVERVIEW

Skilled and certified UX/UI designer, RISD graduate, with years of experience creating user-centered and visually appealing digital experiences. Proficient in user research, wireframing, prototyping, and delivering polished UI designs. Adept at collaborating with and aligning cross-functional international teams and delivering projects within deadlines. Passionate about enhancing user satisfaction through intuitive and engaging designs.

EXPERIENCE

African Marine Mammal Conservation Organization

February 2022-present **Lead UX/UI Designer**

Siren mobile and website apps allow scientific researchers to track marine megafauna, visualize data, and share their work with colleagues, policy makers, and governments. I collaborate with product managers, developers, and stakeholders to define and refine product features and requirements. This has included:

- Conducting user research, including interviews and usability testing, to gather insights and inform design decisions.
- Creating wireframes, interactive prototypes, and user flows to visualize design concepts and user journeys.
- Designing visually compelling UI elements, ensuring consistent branding and a seamless user experience.
- Iterating on designs based on user feedback and usability testing results, optimizing for user satisfaction.
- Developing and maintaining a design system to ensure design consistency and streamline development processes.
- Presenting design concepts and rationale to stakeholders, incorporating feedback and addressing concerns.

Benten Technologies

October-December 2021 **UX/UI Designer**

Just Like Me is an Early stage, government-funded, mobile-first app for children ages 4-8 with objective to increase awareness of healthy eating and exercise using observational learning, effective role modeling, and gamification, to drive engagement and learning.

- Conducted competitive research, analyzed findings to identify design strategy, utilized an iterative approach to drive improvements
- Created a scalable design system with style guides for future expansion, built wireframes in Sketch and a full-color prototype in Figma for user testing.

Rachael Miller Design

2012-Present **Product Designer**

Designer of best-selling dinnerware, flatware, stemware, giftware, accessories and jewelry for luxury clients including Vera Wang, Cole Haan, Waterford, Givenchy, and Monique L’Huillier.

- Collaborating with clients to understand project goals, user needs, and target audience, resulting in effective design solutions.
- Conducting trend and market research, developed concepts, executed renderings and technical drawings.
- Collaborating seamlessly with teams and clients.
- Managing workflows with demanding deadlines, varied objectives, and parameters.

SKILLS

User Interface (UI) Design
User-Centered Design
User Experience (UX) Design
User Journeys
User Research

Wireframing
Prototyping
Usability Testing
Design Thinking
Design Systems

Visual Design
Typography
Color Theory

Information Architecture
Heuristic Evaluation
Accessibility

Consumer Insights
Brand Identity
Strategic Planning & Execution
Deadline Management

TRAITS

Creativity
Attention to Detail
Curiosity
Adaptability
Clear Communication
Time Management
Problem-Solving
Openness to Feedback
Patience
Collaboration
Proactiveness
Dynamic Learner

TOOLS

Figma Gitlab Slack Miro
Sketch Marvel Invision Mural
Photoshop Illustrator
HTML/CSS Basics

EDUCATION

Rhode Island School of Design
BFA Illustration

Springboard
UX/UI Design Certificate 2021

General Assembly
Full Stack Web Development 2018