

AMY MACDONALD

PRODUCT & UX DESIGNER

CONTACT

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EDUCATION

UX Design Certification
DevMountian | 2020

Communications (BS)
University of Utah | 2015

SKILLS

- Figma
- Maze
- Wireframing
- Prototyping
- User Research
- Visual Design
- User Story Mapping
- Persona Creation
- Site Mapping
- User Testing
- A/B Testing
- SUS Scoring
- Project Management

REFERENCES

Ray Brown - Former Manager
805-717-9726

Kelly Sanchez - Former Manager
801-809-1615

Teresa Fuster - Former Colleague
630-797-8074

EXPERIENCE

Product Designer

Affinipay | Aug 2022 - Present

- Designated designer for MyCase Accounting.
- Lead efforts in UX overhaul of the Accounting module.
- Lead designer on new MyCase Smart Spend software.
- End-to-end product design and research on a new vertical of Expense Management.
- Owned Customer calls and A/B testing.
- Work with Design system engineers on defining interaction patterns.
- Actively Contributing to Affinipay Design system modernization.
- Completed Alpha and Beta launch of new Smart Spend Software.
- Completed SUS and NPS scoring of Smart Spend Software.

UX Designer

Filevine | Jun 2021 - Aug 2022

- Designated designer on the billing and timekeeping team.
- Contributed to the Filevine design system by creating components and documentation.
- Completed a design “refresh” for all project-based billing, advanced billing, and billing setup sections.
- Completed research cycles for Batch billing and for Mirrored Fields.t
- Completed and shipped a solution for A2P 10DLC registered texting.
- Completed and shipped a solution for bulk invoicing.

UX Designer and Researcher - Contract

Centeva - Unite.ly | March 2021 - June 2021

- Worked closely with Product owner and offshore development team on updates to Unite.ly's UI.
- Worked closely with Utah Foster Care to help build out custom application sections.
- Created Product tour to help with foster parent onboarding.
- Contributed to building out the product roadmap.
- Redesigned all automated email notifications.

Student UX Designer

DevMountain Coding Bootcamp | Sept 2020 – Dec 2020

- 13-week immersive UX Design Bootcamp.
- Completed 2 projects, from inception to completion including case studies.
- Completed extensive UX research, including surveys, interviews, data collection, user story mapping, and persona creation.
- Practiced in UX design tools such as Sketch, Figma, and Adobe XD.
- Learned and implemented UX Design concepts, such as information architecture, human-centered design, interaction design, and designing for accessibility.