

Connie Chen

USER EXPERIENCE DESIGNER

Interested in solving complex problems while creating social impact, meaningful experiences, and purpose. Focused on improving collaboration, advocating for UX, mentorship, and design leadership.

Contact

- ✉ yoitsconniechen@gmail.com
- 🌐 <https://conniechen.design>
- 📍 South San Francisco, California

Experience

Karat

Product Designer | April 2024 – Present

- Conceptualized and designed prototypes and high-fidelity screens for the proposed internal analytics dashboard, utilizing Karat's design system and branding to create a cohesive visual
- Designed new components and elements for solutions required that's not found in the current design system

Layoffpolooza 2023 (Sabbatical)

Well Rested Human Being | January 2023 – April 2024

- Attended Layoffpolooza 2023 which included taking the remainder of 2023 as a sabbatical to rest and reset due to ongoing layoffs

Ancestry

UX Designer | March 2021 – January 2023

- Oversaw design while collaborating with cross-functional teams for AncestryDNA to enrich the user experience
- Directed strategy and designed illustrations for AncestryDNA Traits
- Pioneered the UX organization by establishing resources to foster a better work environment for UX and Product teams

Apple

Product Designer | August 2020 – December 2020

- Designed and supported an embedded team working on global, cross-platform UX and UI initiatives for the Apple Online Store

Dell EMC

UX Designer | July 2016 – August 2020

- Spearheaded the user experience and redesign efforts for Dell EMC's DataDomain
- Conducted usability testing, customer interviews and user research

Connie Chen Design

Freelance Designer | May 2009 – December 2019

- Provided digital and print design services such as establishing visual integrity, user experience and brand standards
- Reviewed with key internal stakeholders to ensure the user experience reflects promotional accuracy and effectiveness
- Mentored designers at various career levels

Advent Software

Visual Designer | July 2014 – June 2016

- Designed wireframes, prototypes and user flows
- Modernized Advent's icon library
- Contributed to Advent's Design Playbook by providing visual design and interaction design specifications

Citrix Systems, Inc.

Graphic Designer | March 2014 – May 2014

- Developed the production of web and print collateral overflow while maintaining creative, technical and brand strategies

Skills

Data Visualization

Interaction Design

Style Guides

User Flows

Iconography

Prototyping

Usability Testing

Visual Design

Information Architecture

Responsive Design

UI Design

Wireframing

Software and applications

Figma Photoshop Illustrator HTML/CSS
Adobe XD Sketch InDesign Flash (RIP)

Education

The Art Institute of Boston at Lesley University
September 2006 – May 2010
Bachelor of Fine Arts in Graphic Design