



Michelle Magruder

UX DESIGNER & RESEARCHER



CONTACT

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(password required to view projects)
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EDUCATION

-  **M.A. Mass Communication**
University of Florida
DIGITAL STRATEGY SPECIALIZATION
CURRENT STUDENT
-  **NN/Group UX Certificate**
Nielsen Norman Group
INTERACTION DESIGN SPECIALIZATION
AUGUST 2024
-  **B.A. Digital Arts and Sciences**
University of Florida
MAGNA CUM LAUDE
APRIL 2022

TOOLS

- Figma
- Miro
- Balsamiq
- Adobe Creative Suite
- UserTesting
- Kentico CMS
- Google Analytics
- Data Studio
- Monday.com
- HTML & CSS

SKILLS

- UI Design
- Wireframing
- Prototyping
- Interaction Design
- Design Systems
- Information Architecture
- Usability Testing
- CMS Implementation

SUMMARY

UX Designer with experience turning complex requirements into clear, usable digital experiences. My work includes UI design, wireframing, prototyping, design systems, CMS implementation, and conducting user research. I'm especially skilled at bringing structure to complex projects, coordinating across teams, and using research and data to develop practical solutions that balance user, business, and technical needs.

EXPERIENCE



UX Designer & Researcher

CORPORATE ONE FEDERAL CREDIT UNION | JUNE 2022 - PRESENT | FULL-TIME

- Design responsive digital experiences for complex financial products, services, and business needs.
- Create user flows, wireframes, high-fidelity mockups, and interactive prototypes throughout the design process.
- Design and maintain reusable components, design standards, templates, and supporting documentation.
- Design and implement responsive website pages and content within the company's CMS, Kentico.
- Conduct usability testing, heuristic reviews, competitive analysis, surveys, analytics evaluations, and similar user research.
- Translate research findings and business requirements into practical, user-centered design opportunities.
- Collaborate with developers, product owners, marketing, communications, vendors, and other stakeholders.



UI Designer & Developer

SOFTWARE LOGISTICS | TAMPA, FL | AUGUST 2021 - FEBRUARY 2023 | CONTRACT

- Designed user interfaces, wireframes, and interactive prototypes for SaaS products and internal tools.
- Created and maintained a scalable design system with reusable components, patterns, and style guidelines.
- Implemented responsive interface updates using HTML, SASS, Visual Studio, and Git-based version control.
- Collaborated with developers and stakeholders to clarify requirements, refine solutions, and support implementation.
- Improved visual consistency and usability across products through ongoing interface and component updates.