

# Chicarre Mcmillan

Portfolio: [www.carrescreativity.com](http://www.carrescreativity.com)

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## Skills —

**User Experience (UX) Design:** User Research, Competitive Research, Data Synthesis, User Journey Mapping, Problem Definition, Facilitation, Usability Testing, Rapid Prototyping, User Flows, User Personas, Information Architecture, Design Research, Usability Heuristics, Competitive Analysis, Surveys, Card Sorting, Storytelling, Agile and Scrum methodologies, Design Systems

**User Interface (UI) Design:** Sketch, Wire framing, high fidelity wireframes, Prototyping, User Interface Design, Design Systems, Mockups, Logo Design, Content Creation, Visual Design, Design Concepts, Design Patterns, Adobe CC, A/B Testing, Email Marketing, 3D Design, Iterative Design, Design Trends, UI Kits, Typography, Low fidelity Wireframes, Color theory, Visual design, UXPin

**Web Design & Development:** WIX, WordPress, HTML, CSS, VS Code, Java, SEO, Framer

## Tools —

Figma, Sketch, Hubspot, Adobe Creative Cloud, Trello, Adobe XD, Canva, Jira, Figjam, Framer, GitHub, Google Ads, Adobe Illustrator, Adobe Invision, Microsoft Office, Miro, Notion, Sketch, Visual Studio, Google Analytics, Hubspot

## Experience —

### Lumi

Product Designer - Remote

Jan 2023 - Sep 2023

- Led 5 early stage ideation sessions with stakeholders to develop innovative visions and design strategies in Adobe CC.
- Collaborated with 6 developers to ensure smooth developer hand-off, implementing design systems and component designs.
- Conducted 10 usability testing sessions and gathered user feedback to inform iterative product development and enhance user-centered design.
- Advocated for the user throughout the design process, making data-informed decisions to prioritize quality websites and visual output.
- Conducted 8 Zoom design meetings to ensure equitable participation and effective collaboration.

### Black Mental Health Matters

Product Designer - Remote

July 2022 - Dec 2022

- Crafted 15 wireframes and prototypes to visualize interactive designs in figma, incorporating inclusive design principles.
- Synthesized qualitative and quantitative data using google analytics, from 20 market evaluation reports and user research insights to define core problems and develop a strategic roadmap.
- Mentored 3 team members, fostering cross-disciplinary collaboration and promoting a growth mindset and adaptability.
- Implemented agile methodology and led 12 iterative product development cycles, efficiently managing time and resources using trello.
- Facilitated stakeholder engagement in 10 client-facing interactions, demonstrating strong communication skills and empathy.

### Utah Black Chamber

Product Designer - Remote

Nov 2021 - Jun 2022

- Utilized design skills to redesign layouts and create pixel-perfect visual designs in figma for responsive web experiences.
- Developed personas and journey maps based on user research, facilitating stakeholder engagement and empathy.
- Implemented agile methodology and iterative product development, efficiently managing time and resources while maintaining low ego.
- Took ownership of design execution in Jira, ensuring quality assurance phases were met and delivering human-centered solutions.
- Synthesized user feedback and business requirements to iterate on designs, demonstrating boldness and courage in problem-solving using various design patterns and trends.

### Linconstore

Product Designer - Remote

Jan 2021 - Sep 2021

- Incorporated Apple's Human Interface Design guidelines into redesign efforts as well as design patterns, ensuring consistent user interface design across platforms.
- Conducted Competitive Analysis and Design Research to stay informed about industry trends and best practices.
- Provided efficient documentation and presentations for handoffs in Adobe CC, showcasing meticulous attention to detail and a systematic approach.
- Utilized Card Sorting and Surveys to gather user feedback and validate design decisions.
- Promoted autonomy and ownership within the team, fostering self-reliance and sharing new ideas for continuous improvement in figjam and sketch using facilitation.
- Led after-hours design stand-ups and review sessions, ensuring timely project completion and fostering collaboration.

### Vschool

UI / UX Design Intern - Remote

Dec 2021 - Jun 2022

- Taught UX UI Practices and Figma in 8 design workshops, inspiring creativity and joy among students.
- Reviewed 30 student submissions thoughtfully and provided constructive feedback to foster personal growth and development.
- Led 15 after-hours design stand-ups and review sessions, ensuring timely project completion and fostering collaboration.
- Addressed student concerns in collaboration with the admissions department, exhibiting strong written and verbal communication skills.
- Applied A/B Testing methodologies to optimize user experiences and drive conversions.

### Tilde Coop

Product Designer - Remote

Jun 2020 - Dec 2020

- Redesigned the website with atomic design component libraries, promoting consistency and scalability in design using UXPin.
- Crafted custom illustrations and icons in Adobe XD, aligning with brand goals and enhancing visual storytelling.
- Conducted 5 WIX tutorial sessions, demonstrating resourcefulness and adaptability in addressing company needs.
- Facilitated stakeholder engagement through flow diagrams and storyboards, synthesizing ideas and advocating for user-centered solutions.
- Applied Storytelling techniques to communicate design concepts and engage stakeholders.

## Education —

V school 2020 UX/UI Design METC 2019 HMDA UW-Milwaukee 2017 - 2018 Biological Sciences Hubspot 2023 Certificates SheCodes 2022 Code