

# MONICA MILLER

ID / UI / UX DESIGNER

## PROFILE

A user advocate with 8+ years of design experience and market success who excels at taking complex problems and providing intuitive and viable solutions. A curious creative stepping into UX Design with the professional knowledge of an Industrial Design background.

## EXPERIENCE

### Sparrows

UX/UI Designer (November 2020 - present)

- Collaborated closely with the founder, advisory council, product team and developers to implement best practices at this tech startup.

### Bloc

UX Design Program (January 2020 - August 2020)

- Learned industry best practices and design process standards with a focus on UX research, visual design and frontend development.

### STM Brands

Lead Industrial Designer (April 2019 - November 2019)

- Designed consumer electronics accessories and phone cases for the Element Case brand.
- Worked collaboratively with team members internationally to rapidly respond to Apple iPhone launch.
- Created and implemented product processes and procedures.

### SKLZ Pro Performance Sports

Industrial Design Manager (August 2017 - October 2018)

- Managed designers and the ongoing product development workflow in collaboration with department leads.
- Created and implemented product processes and procedures.
- Participated as the voice of product regarding human factors, the brand narrative, and cross-functional collaboration.
- Continued all industrial design responsibilities in this player-coach role.

Sr Industrial Designer (September 2015 - August 2017)

- Developed a range of athletic training products across categories and channels in a fast paced environment with overlapping timelines.
- Executed field research and testing with direct impact on design decisions.
- Designed hard and soft goods, from ideation to production, with a variety of materials and processes.

### ACCO Brands

Jr Industrial Designer (February 2013 - September 2015)

- Developed office products for a variety of categories, brands, channels, timelines and licensed partnerships.
- Designed products for seasonal collections grounded in trend and marketing analysis.

## EDUCATION

University of Illinois (UIUC), 2011  
Industrial Design, BFA

Bloc, 2020

UX Design Program

## SKILLS

### Research

Field + Archival Research

User Research

User Testing + Interviews

Competitive Benchmarking

### Design

Wireframes + Prototypes

3D Modeling + Rendering

Presentation + Documentation

Leadership + Planning

Local + International Collaboration

Overseas Manufacturing

### Programs

Figma

Adobe XD

Adobe Photoshop

Adobe Illustrator

Webflow

Zeplin

Solidworks

Keyshot

## RECOGNITION

Red Dot Design Award, 2018

SKLZ Fielding Trainer

### Patents

US 2018/0085618 A1

US D805,591 S

Bloc Close the Gap Scholarship

Women in Tech, 2020

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