TAYLOR DAVENPORT

UX/UI DESIGNER | NEW YORK, NY

SUMMARY

I am a UX designer with a background in landscape architecture and visual art. As a former landscape designer, I am interested in creating work that makes an impact on people, both in the physical and digital space. I value bringing people joy with the things I create, whether it is with drawings and paintings or digital interactive products.

PROFESSIONAL EXPERIENCE

USER EXPERIENCE DESIGNER (Contract)

DANA FARBER CANCER INSTITUTE | AUGUST 2020 – PRESENT

– Working with stakeholders to guide design and research for the Young and Strong program at Dana–Farber in order to improve accessibility and usability.
– Improving information architecture and SEO in order to help young women with cancer better access information and resources on the Young and Strong website.
– Using UX research techniques including usability testing, user interviews, tree testing, and card sorting to improve the usability and value of the Young and Strong website.

UX/UI CONSULTANT

SHAREDTALENT | MAY 2020 – JUNE 2020

– Collaborated with a team of 3 UX designers to create and redesign a website for Shared Talent
– Conducted user interviews, design studios, usability testing, and client meetings to create high fidelity prototypes and user stories to increase the number of completed applicatinos for Shared Talent.

VISUAL DESIGNER

NOVA CONCEPTS | MAY 2019 – MARCH 2020

– Created animated videos, digital products, and still images using 2D and 3D CAD software including 3DSMax, Rhino, and Adobe Suite.
– Prepared materials and copy for websites, presentations, and project proposals.

LANDSCAPE DESIGNER

EKLA | DECEMBER 2018 – MAY 2019

– Worked with a small team to create conceptual landscape designs, 3D models, presentation graphics, and construction drawing sets.
– Worked on public landscape architecture projects of varying scales.

EDUCATION

GENERAL ASSEMBLY

UX DESIGN IMMERSIVE | MARCH 2020 – JUNE 2020

THE PENNSYLVANIA STATE UNIVERSITY

BACHELOR OF LANDSCAPE ARCHITECTURE | AUGUST 2013 – DECEMBER 2017

SKILLS

Product Design

Persona Development

3D Modeling

Wireframing

Rapid Prototyping

Responsive Design

User Research

User Interviewing

Usability Testing

Heuristic Analysis

Information Architecture

Card Sorting

Affinity Mapping

Illustration

Competitive Analysis

TOOLS

Sketch, Figma, Adobe Suite (Photoshop, Illustrator, Indesign, XD, AfterEffects), Miro, inVision, Marvel, 3DSMax, Rhino, Zeplin, Procreate, Webflow

CONTACT

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