

# megan bernstein - UX/UI Designer

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**about me** I'm a designer with multidisciplinary experience in fashion and UX design. My passion is unlocking and meeting the needs of users through accessible and inclusive design - across physical and digital spaces.

**achievements** **Developed 9th overall product of 2021 Nordstrom Anniversary sale**, selling 28k units/\$1.7M in revenue.

**Nordstrom H2 2020 Customer Obsessed Award** - Kids' Footwear

**experience** **DemocracyLab - UX Designer**, Volunteer Position, Seattle, April 2022-Present

**Nordstrom - Assistant Designer**, Seattle, December 2018-Present

Managed design and end-to-end development process for 9 private label brands across 5 different customer segments.

Designed top-rated seasonal collections within tight pricing and deadline constraints.

Implemented new communication tools and standards with vendors to increase efficiency.

**Dolce Vita - Assistant Designer**, Seattle, June 2018-December 2018

Planned, conceptualized, designed, prototyped, and finalized products based on user data.

Spearheaded communication with domestic and international factories and agents daily.

Researched consumer and customer segments, compiled data to inform design direction.

**projects** **Revamp - UX/UI Designer**, Seattle, June 2021-September 2021

Identified and analyzed accessibility gaps in industry through comprehensive market research and user interviews.

Developed and tested solutions to create more equitable access to product and services.

Designed accessibility focused user interface while maintaining fashion forward design style.

**Camp Firestarter - UX/UI Designer**, Seattle, January 2021-June 2021

Collaborated with a team of 4 designers to identify whitespace between existing products and user needs. Integrated user insights into strategy and design, creating elegant solutions to identified opportunities.

Lead final product design and presentation, ensured design consistency across features.

**education** **UX & Visual Interface Design**, Certificate, University of Washington, Seattle, 2021

**Urban Design & Planning**, BA, University of Washington, Seattle, 2015

**tools and skills** Figma / Sketch / Adobe XD      User Research Methods      Interaction Design  
Illustrator / Photoshop      User Experience Design      Personas / User Archetypes  
HTML / CSS / JavaScript      User Interface Design      Wireframing / Prototyping