

Quinton Teague
UX Designer
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[LinkedIn](#) | [Portfolio](#)

SUMMARY

UX designer with a background in sales and communication studies. Empathetic problem-solver with a knack for creating accessible, intuitive and memorable designs. Organized and collaborative team player pivoting into UX to provide user-centered solutions that support diverse groups of customers and internal stakeholders.

SKILLS

UX Design: User Research & Analysis | Design Systems & Toolkits | Usability Testing | Persona Creation | Information Architecture | Wireframing | Prototyping | Site Mapping

Tools: Figma | FigJam | Miro | Microsoft Teams | Zoom | Slack | Google Classroom

UX DESIGN EXPERIENCE

Tapsite Mobile Application

6 Week Sprint

UX/UI Designer

Designed mobile application to connect small businesses and drive more traffic to local establishments

- Led team in discovery, design, and delivery of project to meet both users' needs *and* business goals
- Gathered 26 peer and product group feedback to iterate design with data twice into an interactive prototype resulting in 100% overall satisfaction and a 4.7 out of 5 completion rate
- Presented usability test results to allow stakeholders to see the value in research based-design

Project Open Hand Mobile Responsive Website Redesign

3 Week Sprint

Information Architect & UX/UI Designer

Redesigned features to increase visibility of volunteer opportunities and simplify sign up process

- Iterated user flow twice to drive desired behaviors and interactions of volunteers
- Created a storyboard to describe the perspective of the target audience to build trust and confidence
- Collaborated with UX researcher to brainstorm solutions to resolve ease of use and clarity issues

Island Books Ecommerce Redesign

2 Week Sprint

UX Designer

Redesigned existing website with emphasis on improving the primary and secondary navigation

- Conducted five contextual inquiries, and heuristic evaluation followed by comparative and competitive analyses to understand user pain points and expectations
- Constructed eight card sorting exercises to provide an efficient method of browsing books by genre
- Tested medium fidelity wireframes using Figma to ensure functionality based on user needs

ADDITIONAL EXPERIENCE

R.S. Hughes Co Inc.

November 2021 - April 2022

Inside Sales Development Representative, Kent, WA

- Collaborated with over 15 different stakeholders including: Outside Sales Reps, customers and vendors to manage & assess all lines of communication resulting in significantly improved workflow interactions
- Confronted and resolved customer issues within 48 business hours for optimal customer service and long-term client satisfaction

EDUCATION

General Assembly, Remote

Certificate of Completion, User Experience Design Immersive (UXDI)

April 2022 - July 2022

- 12-week, full-time, 480+ hours, project-based training program taught by industry leaders

Central Washington University

Bachelor of Arts, Communication Studies

September 2017 - June 2021

- Coursework includes: Nonverbal Communication, Interpersonal Communication, Advanced Public Speaking, Psychology of Adjustment, Relationships and Personal Development