

Quinton Teague

UX Researcher

[Portfolio](#)

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EXPERIENCE

UX Researcher/Consultant TapSite Freelance

JULY 2022 - AUGUST 2022

- Led team in discovery and user research studies by developing and executing research plans, discussion guides, surveys, and conducting user and client interviews
- Distributed recruitment survey to identify the current behaviors and motivators of our target audience
- Developed persona to inform unbiased research insights, ensuring user-centered design decisions
- Designed and prototyped both low- and high-fidelity products, following UX best practices, which led to a 23% increase in success rate and an overall satisfaction score of 4/5 after two design iterations
- Effectively presented and communicated research insights to stakeholder by translating usability test results into concrete next steps and actions

UX Researcher Project Open Hand Freelance

JUNE 2022 - JULY 2022

- Led team of 3 designers and strategically established timeline of goals, deliverables, and checkpoints
- Created a storyboard to describe the perspective of target audience to build trust and confidence with stakeholders
- Developed wireframes to present findings, delivering a smoother and more seamless sign-up experience

UX Researcher Island Books Freelance

MAY 2022 - JUNE 2022

- Conducted 5 contextual inquiries and a heuristic evaluation followed by comparative and competitive analyses to understand user pain points and expectations
- Utilized various user research methodologies including interviews, usability testing, affinity mapping and surveys to gain both qualitative and quantitative research data
- Designed and prototyped solutions using Figma to ensure functionality based on highlighted user pain points

SKILLS

- Information Architecture
- Quantitative Research
- Persona Development
- Project Management
- Qualitative Research
- Feature Prioritization
- Journey Mapping
- Usability Testing
- User Interviews
- Wireframing
- Prototyping

TOOLS

- Optimal Workshop
- Google Analytics
- SurveyMonkey
- Figjam/Figma
- Slack
- Miro

EDUCATION

General Assembly

UX Design Bootcamp

12-week, full-time, 500+ hours, project-based training program taught by industry leaders

Central Washington University

Bachelor's of Art