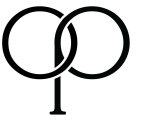


OLIVIA PENN



PRODUCT DESIGNER Richmond, Virginia

Creative professional with 5 years of experience seeking opportunities in the field of UX research and design. Skilled in interpersonal engagement and positive problem-solving skills. Proven ability in communication skills, time management, and identifying effective solutions.

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UX/UI DESIGN PROJECTS

Aug 2023
Dec 2023

HandHold

Designed a rehabilitative app for users re-learning how to write after stroke or acute injury.

Skills Utilized: Market research, wire-flows, competitive analysis, ethnographic study, value proposition canvas, user personas, user journey map, prototyping, user testing.

Jun 2023
Aug 2023

TaskBuddy

Collaborated with a team of 5 to conceptualize and design a new app aimed to help kids and families to manage daily and weekly tasks and chores.

Skills Utilized: User research, user interviews, competitive analysis, creating brand attributes, user persona, empathy maps, define user and business goals, design system and branding, usability testing, mid-high fidelity prototyping, storyboarding.

Jan 2023
Mar 2023

UKG Dimensions

Redesigned UKG app for Anthropologie employees to adjust availability, track hours, and request time off.

Skills Utilized: User personas, journey map, design system, user research, user interviews, prototyping.



WORK EXPERIENCE

Aug 2018
Jun 2022

Art Teacher Enon and Elizabeth Scott Elementary

Built and maintained an online classroom using Canvas that was accessible for users aged 4-11. Developed and presented art curriculum based on historical and contemporary sources and in using a wide range of visual media. Taught PK-5, curated an online and in person art gallery, created virtual and in-person lessons, mentored and trained the new itinerant art teacher, managed supply budget and raised funds for materials.

Dec 2016
Jul 2017

Intern Virginia Museum of Fine Arts, Richmond, VA

Aided in development of a new open access learn site; researched logistics of digital visits of classes to the VMFA.



EDUCATION

Sep 2022
Dec 2023

Masters in Professional Studies Maryland Institute College of Art

UX Research and Design- 4.0 GPA

Aug 2013
Dec 2017

Bachelors of Fine Arts Virginia Commonwealth University

Minors in Craft Material Studies and Art History, Member of Phi Kappa Phi and graduated magna cum laude.

SOFTWARE

Figma
Procreate
Photoshop
Illustrator
Adobe XD
Dovetail

SKILLS

Prototyping
Research and Analysis
User Interviews
Resource Management

PASSION

I have a strong passion for helping others and making a positive impact on the world.

I enjoy working with others to collaborate, meet goals, and learn from each other.