

# AMBER TANSY

## UX/PRODUCT DESIGNER

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## DESIGN EXPERIENCE

### UX/UI DESIGNER

#### INVERSE SQUARE

Aug '18 - Present

- Operating as design lead for several dozen large client projects happening simultaneously
- Lead the design of several successful custom software solutions from inception to launch that subsequently increased business revenue and improved system performance
- Collaborating with Engineers, BA and QA on agile initiatives to deliver user-centered design solutions for complex system issues
- Creating and documenting UX/UI features and patterns to guide system conceptualization and development

### UX/PRODUCT DESIGNER

#### THE CHILDREN'S MUSEUM

Jun '18 - May '19

- Implemented an in-museum and online-focused accessibility study aimed at improving museum experiences for adults and children with sensory sensitivities (Autism, Asperger's, etc)
- Conducted research with adults with children with sensory sensitivities and experts in the field of sensory processing disorders to create 4 new accessibility features for The Children's Museum's website and improve the overall museum experience for these users

### UX/UI DESIGNER

#### CBS INTERACTIVE

May '18 - Dec '18

- Conceptualized and created several design artifacts for an ongoing full-site redesign for one of our larger domains, GiantBomb.com
- Conducted user research, interviews, and usability testing to further understand user perception of Giant Bomb and GameSpot
- Conceptualized and crafted new user experiences for GameSpot, and analyzed existing experiences
- Created several testing structures for both GameSpot and GiantBomb, implemented and conducted tests, and analyzed user data

### UX DESIGNER

#### INDIANA UNIVERSITY

Aug '17 - Sep '18

- Had the pleasure of creating and implementing Rivet, a design system for Indiana University to be used across each IU campus
- Created a set of UI kits that would allow designers to prototype applications using Rivet
- Kits were created on Axure, Figma, Adobe XD, and Illustrator for ease of use
- Created a set of design examples utilizing Rivet's features by redesigning various applications used throughout Indiana University by students, staff, and faculty

## EXPERTISE

Prototyping  
Sketching  
Storyboarding  
Personas  
Scenarios  
Wireframing  
Visual Design

User Flows  
Task Analysis  
Usability Testing  
User Interviews  
HTML  
CSS

## TOOLS

Sketch  
Figma  
Axure  
Balsamiq  
Proto.io  
MarvelApp  
InVision

Adobe XD  
Principle  
Photoshop  
Illustrator  
After Effects  
InDesign

## EDUCATION

### M.S HUMAN COMPUTER INTERACTION

INDIANA UNIVERSITY '19  
4.0/4.0

### B.S COMPUTER GRAPHICS TECH

PURDUE UNIVERSITY '17  
4.0/4.0

## AWARDS

**FINALIST** '18  
CBS INTERACTIVE JAVASCRIPT  
DISCOVERY HACKATHON

**WINNER** '16  
IU I.O.T HACKATHON

**SCHOLARSHIP** '15  
OUTSTANDING STUDENT IN HCI