

# Sarah Banks

UX Designer  
San Diego, CA

[banksesb@gmail.com](mailto:banksesb@gmail.com)

**LinkedIn:** [www.linkedin.com/in/sarah-banks-39b767179](https://www.linkedin.com/in/sarah-banks-39b767179)

**Portfolio:** <https://www.sarahbanksportfolio.com/>

## EDUCATION

**Georgia Tech, GA — UX/UI Bootcamp Post-graduate Certification, Dec. 2022 - June 2023**

*Case Studies:* Dept. Homeland Security (website), Households (retail mobile app), Drawchange (non-profit). Completed End-to-end designs including user research, UI/UX design, user testing and high-fidelity prototypes.

**University of California, Santa Cruz — B.S. Cognitive Science, Sept. 2019 - June 2022**

## EXPERIENCE

**Freelance Contractor | UX Designer**

*Aug. 2022 - Present*

Research/design of ecommerce portals for retail startups. Conducted user design research, performing interviews and usability tests, using OtterAI. Utilized Figma for rapid prototyping and interactive user testing. Led UX/UI design team to develop appealing, accessible applications, which helped to improve sales for client's businesses.

**UCSC VR Design | UX Designer**

*June 2021 - Aug. 2022*

Collaborated with a team of designers and researchers at UCSC where I designed UI (HUD) elements for navigating virtual reality environments. Built out a design system in Figma that could be easily handed off to our engineering team for implementation.

**NASA | UX Design and Research**

*Aug. 2021 - Dec. 2021*

Worked as a member of a team in a selective Nasa program, developing a design proposal for a NASA Mars lander. Researched and evaluated rover landing sites and exploration pathways required to meet mission goals. Generated design proposal for instrumentation needed for sample collection.

**IBM Accelerate | UX Designer**

*June 2021 - Aug. 2021*

Analyzed accessibility strategies used in IBM products and identified ways to enhance the UX (used Agile process).

## TOOLS

Figma, Mural, Miro, Adobe Illustrator / Photoshop, Sketch, Wix, Wordpress

HTML, CSS, JavaScript, Bootstrap, jQuery, Python, GitHub

## TECHNICAL SKILLS

*UX Research:* User Interviews, User Testing, Competitor Analysis

*UX/UI Design Methods:* Double Diamond Method, User Personas, Journey Mapping, Problem Statements, Sitemaps, Wireframing, Prototyping

*Technical:* Interactive Prototyping, Coding in Python, MIPS Assembly, HTML, CSS, and Java Script