



# Michael ANDERSON

## SENIOR UX DEVELOPER

As a Web UX Developer with a strong background in education technology, I have spent the past 6 years designing user-friendly interfaces that enhance learning experiences. My career began in a nonprofit organization where I was exposed to various user needs and learning styles. I specialize in creating engaging educational platforms that are accessible to all learners.

### CONTACT

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### SKILLS

- User Experience Design
- Prototyping
- Usability Testing
- Accessibility
- Interaction Design
- InVision

### LANGUAGES

- English
- Spanish
- French

### EDUCATION

#### BACHELOR OF ARTS IN EDUCATIONAL TECHNOLOGY

### ACHIEVEMENTS

- Increased course completion rates by 25% through a redesign of the learning management system.
- Recognized as 'Employee of the Year' for contributions to innovative educational design.
- Published articles in education technology journals highlighting best practices in UX design.

### WORK EXPERIENCE

#### SENIOR UX DEVELOPER

LearnTech Innovations

2020 - 2025

- Redesigned the user interface for an online learning platform, resulting in a 50% increase in user retention rates.
- Conducted user testing sessions with educators to gather feedback and refine design elements.
- Collaborated with content developers to ensure that the design aligned with instructional goals.
- Utilized Figma to create interactive prototypes, facilitating better stakeholder engagement.
- Analyzed user data to inform design decisions, enhancing overall user experience.
- Organized training sessions for educators on utilizing the platform effectively.

#### UX/UI DESIGNER

EduOnline

2015 - 2020

- Designed user interfaces for various educational applications, increasing daily active users by 40%.
- Conducted surveys to gather user feedback, leading to significant design improvements.
- Worked closely with developers to ensure a seamless implementation of design concepts.
- Created user journey maps that highlighted key touchpoints in the learning process.
- Facilitated workshops to gather insights from educators and students on design preferences.
- Presented design proposals to stakeholders, securing buy-in for new features.