

ALLISON BORNGESSER

UX/UI Designer | Greater Seattle Area

Hi there! I'm a Designer with a passion for creative and visual solutions that contribute to causes greater than myself. I love to see how people work with technology and how technology works for people, from traditional interfaces to emerging technologies.

EXPERIENCE

User Experience/User Interface/Graphic Designer

January 2014 - present // Freelance

Agencies worked with: Arredondo Design, Tosolini Productions

Clients included: Microsoft (Tosolini), Deloitte (Tosolini), Gallo Winery (Tosolini), Mox Cafe, EarthNow, Intentionalist, GigSaw, Foodie Review, Canon House, Lively Margins, Simply You Photography, ATJ Tech Fellows, Philippine Animal Rescue Team

- Created print and digital solutions for a range of clients, spanning from Microsoft and Deloitte to start-ups and independent businesses.
- Worked one-on-one with clients and alongside teams comprised of a range of skillsets, including Designers, Developers, Project Managers, and CEOs.
- Tools include, but are not limited to: Adobe Creative Suite, Microsoft Office, HTML/CSS, Mac/PC environments, UX prototyping tools, and emerging technologies

Assistant Design Manager

August 2015 - present // GeekGirlCon

- Assist the Design Manager in various responsibilities of running the Design Team
- Assist in planning workback schedules for design deliverables and campaigns
- Help distribute and follow up with tasks assigned to other members
- Provide mentorship and feedback on creative work to maintain brand consistency
- Corresponding with other departments to anticipate creative needs

Graphic Designer

July 2014 - July 2015 // GeekGirlCon

- Created design deliverables for print and digital media including: print ads, web graphics, flyers, and convention signage
- Collaborated and provided feedback with other team members on designs

Disputed Report Analyst/Quality Assurance Technician

May 2011 - August 2015 // EagleView Technologies

- Developed internal Sharepoint resource for process documentation
- Conducted investigative analysis of disputed reports using geometric mathematics and written findings
- Maintenance and inspection of customer reports using proprietary modeling software in a production environment

Let's Talk!

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EDUCATION

General Assembly

September to December 2015

10 week Immersive User Experience Design course

School of Visual Concepts

October to December 2012

HTML5/CSS3

Web Coding Training

The Art Institute of Seattle

October 2005 to June 2009

Bachelor of Fine Arts
Graphic Design

UX SKILLS

User Screening, Card Sorting, Competitive/Comparative Analysis, Heuristic Evaluation, Storyboard, Persona, User Journey, Scenario, User Flow, Sketching, Rapid Prototyping, Wireframes, AR/VR Prototyping

SOFTWARE SKILLS

Illustrator, Photoshop, InDesign, Sketch, Invision, Balsalmiq, Axure, Pop App, OmniGraffle, Microsoft Office, HTML/CSS

FAMILIAR WITH

Unity, Blender, After Effects, WordPress, Javascript, Bootstrap