

# Duffy *D* Austin

UX/UI Designer | Game Designer | Focused on usability testing & rapid prototyping

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I'm a UX/UI designer with a background in game design and an interest in what guides user choices. My experience creating games through user interviews, rapid prototyping and usability testing taught me how to design effective systems that communicate intentions to the user. I've carried this lesson with me into my designs as I bring users on journeys that are both understandable and fun.

## EXPERIENCE

### **Figma Designer** — The Caraballo Group, Remote

October 2024 – Present

- Updates Figma design system assets for clients.

### **Editor, Publications Manager & Technology Expert** —

*Capital Association Management, Washington, DC*

November 2018 – March 2024

- Developed an online accreditation process during the COVID-19 pandemic over the course of a month by integrating virtual webinars and automatic certificate distribution. This certified over 1,000 members and increased association membership by nearly 20%.
- Produced over 800 graphics and videos for marketing campaigns, updating the visual design and user interface for the company, following brand guidelines while updating it for current tastes.

### **Web Designer** — *MilSpec Medical*

March 2022 – April 2022

Remote

- Redesigned client website through heuristics evaluations, creating a new sitemap and prototype of the new design, and putting the stakeholder in touch with a developer to implement the changes.

### **Editor** — *Infused Solutions at Uniformed Services University of the Health Sciences,*

*Bethesda, MD*

November 2014 – March 2015 / March 2016 – November 2018

- Edited publications and ensured they complied with accessibility standards established in Section 508 of the Rehabilitation Act of 1973.
- Published monthly newsletter of 10 articles based on technical interviews with multiple subject matter experts.

## PROJECTS

### **Skrapped Games, LLC**

March 2012 – Present

- Recruited and maintained mailing list of over 200 participants for virtual and in-person testing.
- Published [case study](#) on emotional experience design from games and how it applies to UX.

### **Civic Tech DC (CIB Mango Tree)**

August 2024 -- Present

- Creates scripts and interviews reporters and political research subject matter experts from across the globe to design tool to identify coordinated inauthentic behavior online.
- Develop user personas and user flows, and presents interview findings to development teams to guide design choices.
- Iterates sketches and mockups of user interface, incorporating feedback from interviews.

## EDUCATION

### **Towson University, Towson, MD** — Bachelor of Science (Double Major)

May 2012

Digital Art & Design, Journalism & New Media

### **General Assembly, Remote** — User Experience Design Bootcamp

March 2024 – June 2024

Full-time immersive student in User Experience Design program that included over 480 hours of professional training over twelve weeks. Utilized a [hands-on approach](#) to [practice user-centered design](#) methods, design thinking skills, [team collaboration](#), and client relations.

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## SKILLS

### Design:

- UX/UI Design
- Product Design
- Mobile Design
- User-Centered Design
- User Research/Testing/Interviews
- Usability Testing
- Sketches and Mockups
- User Personas
- Process Mapping
- Figma
- Adobe Creative Cloud (Including Adobe XD)
- HTML/CSS
- Section 508 of the Rehabilitation Act of 1973 (Accessibility Considerations)

### Software Development:

- Collaboration with Developers
- Task-Tracking Software
- Optimizing Graphics for Mobile and Desktop
- Wireframes
- Storyboards
- Copywriting