

{sammi mach}

UX/UI DESIGNER

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📄 EXPERIENCE

SENIOR UX/UI DESIGNER | 01.2017 - PRESENT

JPMORGAN CHASE - DIGITAL

- Lead user experience research, design, and prototyping for Chase mobile and web with a concentration on conversational ui/emotional design efforts for upcoming services.
- Produce low/high fidelity wireframes, workflows, interactive prototypes, and style guides for mobile and web Chase experiences

UX/UI DESIGNER | 06.2015-12.2016

DELOITTE INNOVATION LAB

- Lead user experience research for multiple products in the innovation lab. Delivering insights that lead to demonstrable business value, and evangelizing user research in the products' development.
- Produce low/high fidelity wireframes, workflows, and style guides for mobile and web platforms. Specifically with the Affordable Care Act, 1095-B, and Labor Cost Optimization applications used by over 42 fortune 500 clients.
- Work heavily on data visualizations for complex data.
- Translating designs into re-usable HTML and CSS/SCSS/SASS assets in addition to working with developers to achieve user experience/interface design goals.

UX/UI DESIGNER & DEVELOPER | 06.2012-06.2015

CEDAR DOCUMENT TECHNOLOGIES

- Design and develop creative web and mobile user interface solutions for large online services across 22 B2B and B2C clients.
- Provide HTML pages and layouts with CSS and JavaScript prepared for JSP code integration.
- Lead client meetings to discuss the design, user experience, and architecture of their public websites

SET-UP CONFIGURATION ANALYST | 07.2010-06.2012

AON HEWITT

- Review requirement documents, develop analysis documentation based on system specifications, and configure the back-end functionalities of three different channels to fix system defects or enhance client system functionalities.
- Use SQL to query participants, provide various reports, and create/run AQUAs to fix coding issues.

🎓 EDUCATION

B.S. SCIENCE, TECHNOLOGY, & CULTURE ON MEDIA TRACK | 08.2005-12.2009

GEORGIA INSTITUTE OF TECHNOLOGY

Coursework: Interactive Design, Computer Science, Human-Computer Interaction, Game Design, User Experience Design, Graphic Design, Web Design, Media Studies, Film Studies/Production, 2-D & 3-D Design, Drawing, Educational Technology, Literature Studies, Psychology

Research: Focused thesis work on female portrayals in cyberpunk anime. Advisor- Fox Harrell, Ph.D.

🔧 TOOLS



axure Office



💡 SKILLS

Prototyping (rapid, paper, code)

Wireframing

Experience Mapping

UXResearch

Usability Testing

SASS/SCSS



🏆 CERTIFICATES

Data Visualization Workshop (Harvard University 2016)

Human-Computer Interaction Course (Coursera; Stanford University 2012)

Interaction Design (Cooper U 2017)

★ ACTIVITIES

AIGA Member

GT Alumni Mentorship Program

HackerX Event Volunteer

UX/UI Meetups

Local Art Shows

🗨 LANGUAGES

English

Cantonese