



Darrell McKee

UX/UI Designer

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WORK EXPERIENCE

USAA - UI/UX Designer AUG 2017 - PRESENT

Delivering solutions focused on business needs through expert User Centered Design practices. Contextual design methods and user interviews generate data sources used to frame the business issues and inform the design direction. Authored, designed and produced a Design System which optimized the efficiency of development teams working within an Agile environment. Used contextual design process methods for user interviews to get insight. Synthesized the data to form research deliverables for persona and vision. Affinity diagramming to consolidate data across users for a full view. Storyboarded to work out the details of a task or use case. Delivered design solutions for IT teams. Created style guides for development teams. Designed dashboards for IT teams to monitor incidents, servers with administration functionality.

Rackspace - UI/UX Designer MAR 2012 - FEB 2017

Developed and designed a front-end framework for customer/employee facing applications. Created workflows for complex customer/employee experiences. Implemented a new style guide that will be used by customers in the Customer Billing UI. Introduced new design patterns to the framework. Research methods like card sorting, storyboarding exercises were leveraged to design against. Designed single page apps using HTML/CSS to build a payment adjustment billing system. Built Invision wireframe prototypes to help stakeholders understand user flows. Created UI sticker sheets for faster wireframing.

Stash Magazine - Art Director/Graphic Designer APR 2008 - NOV 2009

Directed a 4-person design team that completed all projects on time within budget; customers were often pleased and commended the team. Responsible for the design and maintenance of the magazine website. Presented design artboards for client review and business feedback. In charge of the online marketing campaigns. Designed business media kits and CD-ROMs for sales team.

Education

Northwest Vista College / AAS AUG 2009 - DEC 2012

SKILLS

Design:

User Flows
Concept Sketches
Wireframes & Mock Ups
Style Guides
Design Systems

UX Methods:

Human Centered Design
Persona
Research
Synthesis
Workshops
Storyboarding
Contextual Inquiry
Affinity Diagram
Usability Testing
Material Design
Atomic Design

Tools:

Adobe Creative Suite
Sketch
OmniGraffle
Mural
Invision
Adobe XD
UXPin
Axure
Figma
HTML5 / CSS
jQuery
Visual Studio Code