REBECCA LEVINE
UX/UI DESIGNER

info

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✉ levre52@gmail.com

📍 Brooklyn, NY

skills

UX
Design thinking
User research
User journey mapping
Wireframing
Prototyping
Usability testing
UX writing
UI design
iOS design
Android design

Software
Figma
Adobe Xd
Sketch
InVision
Zeplin
Adobe Illustrator
InDesign
EditorX
Wordpress
HTML & CSS

More
Project management
Stakeholder management
Client communication
Developer/engineering collaboration

education

Designlab
Certificate in User Experience Design

Hunter College
Certificate in Graphic and Web Design

University of Pennsylvania
B.A. in English, Phi Beta Kappa

Mission-driven UX designer with a love of creative problem-solving.

recent experience

08/2021 - 10/2022

InRhythm | Client: Goldman Sachs
Senior UX Designer

- Collaborating with product managers, developers, client services representatives, and other designers onsite with consultancy client (Prime Services, within the Global Markets Division at Goldman Sachs).
- Designing client-facing products from scratch, and enhancing/modernizing existing products, for clients, e.g. hedge funds and other large investors.
- Communicating clearly with, and managing the sometimes conflicting needs of, multiple stakeholders across three business lines.
- Overseeing every stage of a new design, from requirement gathering and user journey mapping to wireframing to pixel-perfect high fidelity mockups ready for developer handoff.
- Presenting and defending design decisions to audiences of up to 50+ stakeholders.

08/2017 - 03/2021

InVersion Theatre
UX and Visual Designer

- Conceptualized and designed the iOS app for Intralia, the weird park, an immersive, GPS-guided "app-play" in Brooklyn's Prospect Park; worked closely with developers to build the app.
- Designed and built the website for InVersion Theatre.
- Designed posters, print and digital flyers, social media collateral, event invitations, and other marketing materials.

03/2018 - 03/2020

BookShout
Product Experience Manager

- Drafted product roadmaps incorporating user needs, business goals, and technical considerations.
- Wrote UX copy for B2B website and B2C website/app.
- Gathered and synthesized client and end-user feedback.
- Worked closely with developers to improve existing products based on stakeholder needs.
- QA tested new products, updates, and redesigns, bringing knowledge of client and end-user points of view.