

Karen Philips



UX Designer

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Nationality	USA	Driving license	Full

01 PROFILE

Proactive and detailed UX Designer with 7+ years of proven end-to-end experience delivering enjoyable web and mobile products for FinTech. Clear understanding of technologies allows seamless collaboration with developers, while strong communication skills ensure transparency with stakeholders. Up-to-date knowledge of Adobe Photoshop, Illustrator, Sketch, and InVision.

02 EMPLOYMENT HISTORY

02/2016 – 03/2018

UX Designer at Real Vision Group

New York

Real Vision Group is a digital financial media business based in Grand Cayman and New York. As the UX Designer, my core activities included:

- Gathering and evaluating user requirements in collaboration with product manager.
- Presenting UX design concepts to the project stakeholders for review and feedback.
- Driving the development and communication of clear design guidelines, patterns, libraries, and assets.
- Working closely with the development team to implement the vision.
- Re-designing existing UIs to better adapt Android and iOS devices. Abandonment rate on mobile app decreased 35%.

01/2014 – 02/2016

UX Designer at S&P Global

New York

S&P Global Market Intelligence provides essential intelligence for individuals, companies and governments to make financial decisions with confidence. As the UX Designer, my core activities included:

- Preparing and presenting lo-fi mockups to internal teams and key stakeholders.
- Creating wireframes, site maps, flow diagrams, and hi-fi interactive prototypes under direction of senior designer.
- Leveraging site analytics to identify opportunities to improve the site experience. CTR increased by 27% in first 30 days.
- Conducting A/B testing to assess user impact of specific UI elements.
- Contributing to end-user documentation for final product used by more than 100,000 financial professionals.

05/2011 – 11/2013

Junior UX Designer at Status

New York

Status is an open source discovery tool for the Ethereum blockchain. As the Junior UX Designer, my core activities included:

- Illustrating case studies, personas, and user flow maps for Android and iOS alongside senior UX designer, PM, and content strategists.
- Creating hi-fi interactive prototypes to accurately demonstrate app to clients.
- Recommending alternative design solutions based on technical limitations. Ability for quick problem-solving earned positive feedback from stakeholders.
- Conducted layout adjustments based on data gathered during usability testing. Second round of testing showed 37% increase in successful task completion.

03 EDUCATION

2008

Pratt Institute

New York

Bachelor's Degree in Interaction Design

- Excelled in Usability Testing coursework.
- Mastered web and mobile technologies (HTML5, CSS, Javascript)

2011

Pratt Institute

Masters Degree in Human Computer Interaction (HCI)

04 SKILLS

HTML5, CSS, JavaScript

Adobe Suite

Sketch, InVision, Balsamiq

Time management

Self-motivated

Effective communicator

Team oriented