# DEREK PARKER | UX DESIGNER

573.587.2791 · derekparker.ux@gmail.com · derekparkerdesign.com

## EDUCATION

Indiana University, Bloomington, IN
M.S. Human-Computer Interaction Design
2014-2016

Missouri State University, Springfield, MO
B.S. Electronic Arts, Interactive New Media
2010-2014

## EXPERIENCE

### UX Designer at Northrop Grumman
September 2016 - now
Colorado Springs, CO

- Worked with users and customers to identify requirements and goals on three projects

- Created style guides for software developers, detailing design specifications, accessibility guidelines, visual design principles, and usability standards

- Conducted research using interviews, surveys, heuristic evaluation, and contextual inquiries for project proposals

- Created deliverables, ranging from low-fidelity wireframes to hi-fidelity interactive prototypes

### UX Designer/Researcher (Freelance) for Healthcare Startup
August 2016 - May 2016
Indianapolis, IN

- Conducted extensive research in medication adherence for an early stage startup; methods used included interviews, surveys, and competitive analysis

- Used research insights to create initial design concepts for investor pitch

### UX Designer Intern at Epic Systems Corporation
May 2015 - August 2015
Madison, WI

- Organized user groups to conduct usability tests and identify pain points in the user-interface of a patient-facing scheduling application with a high (75%) failure rate

- Led team of developers to redesign workflows and user-interface to remove pain points identified in usability testing, reducing failure to near zero

- Conducted interviews and surveys to gain insights on user behavior and communicated results to software developers to implement informed design solutions

- Pitched design solutions to project managers for final approval and implementation

### UX/UI Designer Intern at Demi Creative
January 2014 - May 2014
Springfield, MO

- Helped create detailed wireframes for clients to incorporate their feedback into the design process

- Completed hi-fidelity, final mockups for 2 projects that consequently received client approval