Logan Perryman
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End-to-end UX Designer, backed with a decade of visual design and leadership experience. With a Scrum Master Certification, I thrive in agile environments and am driven to solve problems through research and cross-functional collaboration, while creating delightful experiences for all users.

WORK EXPERIENCE

Victorious

UX Designer   02/2023-03/2024

- Enhanced user experience by designing a keyword rank tracking tool, achieving a 15% boost in operational efficiency through strategic UX design and responsive system implementation.
- Led user research initiatives, including usability evaluations and user interviews, complemented by competitive analyses, to drive product differentiation and effectiveness.
- Created wireframes, UI components, design system updates, and high-fidelity prototype interactions for feature enhancements.

Associate UX Designer   05/2022-02/2023

- Collaborated with multidisciplinary teams to develop user flows, user stories, and competitive analysis, directly informing design strategies and solutions.
- Owned UI design by completing wireframes and prototypes while working within a growing design system, aligning visual design with business objectives and user needs.
- Presented design concepts and research findings effectively, facilitating a collaborative environment that drives continuous improvement and innovation in digital product experiences.

VEU Inc

UI Designer (Contract)   01/2022-05/2022

- Collaborated with leadership, concept artists, and engineers to design a user-centric interface for the "Enterverse," a VR entertainment platform.
- Created UI assets, wireframes, prototypes, and high-fidelity mockups that founders are using to raise funding for full production.
- Worked alongside marketing in designing the initial web layouts for the "Enterverse" website.

Custom Ink

Store Manager   11/2019-12/2021

- Drove process improvements and team performance by developing a call coaching program, significantly enhancing sales strategies and customer engagement, akin to removing impediments in a Scrum environment.
- Fostered cross-functional collaboration by liaising between the stores team and tech departments, ensuring seamless communication and integration of store needs with tech initiatives, mirroring the Scrum Master's role in facilitating stakeholder discussions.

Graphic Artist   01/2014-10/2018

- Crafted vector designs and illustrations tailored to diverse client needs, ensuring alignment with industry print standards.
- Mastered Adobe Creative Suite, employing advanced techniques in visual design, typography, and color theory.

Muse Paintbar
Studio Manager & Lead Artist   09/2016-10/2019

- Developed and implemented diverse teaching methodologies to enhance artistic skills, led large-scale painting and entertainment classes for over 50 participants, managed the onboarding and training of new artists through effective coaching, and spearheaded the inaugural art show for the company.

CERTIFICATIONS

Certified SAFe® 6 Scrum Master, 2024
Scaled Agile

EDUCATION

UX Mentorship, 2021
Kyle White - Director of Product @ Hyly

Bachelor of Fine Arts, 2012
Old Dominion University, Norfolk, VA

SKILLS

Responsive Design, Brand Alignment, UI/UX Prototyping, User-Centered Design, Visual Communication, Design Systems, Agile Methodologies, Collaboration, Design Workflows, Journey Mapping, Accessibility Standards, Mobile-First Design, Adobe Creative Suite, User Testing, User Research, Wireframing, Data Analysis, Bootstrap, Project Management, People Management, Customer Service.

TOOLS

Figma, Adobe XD, Jira, Miro, Axure, Asana, Sketch, Adobe Creative Suite, Typeform, Google Analytics, Productboard, Slack