

Joelle Hagen

User Experience Designer + Researcher

RELEVANT EXPERIENCE

UX/UI Designer | Children's Tumor Foundation, Seattle, WA

OCTOBER 2020 - PRESENT

Grant Winner- Symptom Tracking tool for Children with Neurofibromatosis

- Serve as the sole UX/UI Designer on a team of data scientists and software engineers who won the top prize at [Hack for NF](#) and was awarded a \$12,500 grant to build application
- Conducted domain research, interviewed NF patients and researchers, and synthesized data to establish user needs and pain points
- Built mid-fi and high-fi wireframes, incorporating data science algorithms and collaborating with front-end engineer
- Contributed illustrations and animation to be included in final deliverable
- Developing a prototype to complete usability testing and gather data for alpha launch (target date: March 2021)

UX/UI Designer | Text Annotation Tool, Seattle, WA

APRIL 2020 - OCTOBER 2020

Data synthesis and annotation web application construction.

Contract under NDA

- Collaborating with a team of Software Engineers and Data Scientists, serving as the sole UX/UI Designer
- Conducted domain research and market research as well as user informational interviews to provide data driven consultation
- Constructed high fidelity wireframes and user flows, meanwhile collaborating with the development team using priority matrices for the most efficient, human-centered result
- Created and facilitated 6 usability tests and synthesized data to influence future iterations

UX Design Lead | FeetFirst, Seattle, WA

JANUARY 2020 - MAY 2020

Website redesign project for a pedestrian advocacy non-profit.

- Led a team of five designers by managing, coordinating and supporting the team using Trello, Google Suite, Figma and Zoom
- Collaborated directly with members of the organization's board of directors through weekly meetings and regular email updates
- Guided domain research, remote surveys to gather quantitative data and six informational interviews, collecting qualitative data
- Used synthesized qualitative and quantitative data to create testable prototypes, mood boards and subsequent iterations to build an intuitive and communicative deliverable for the development team

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SKILLS + TOOLS

Public Speaking
Storyboarding
User Interviewing
Usability Testing
Persona Creation
User Flow Creation
Journey Mapping
Site Mapping
Sketch
InVision
Figma

AWARDS

Hack for NF 2020

Children's Tumor
Foundation

Top Award and
Incubation Prize

EDUCATION

The Flatiron School

Seattle, WA

UX Design

SEPT 2019 - MARCH 2020

Southern Oregon University

Ashland, OR

BA Theatre Arts

AUG 2010 - AUG 2014

