

Chance Murphy

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About:

I am an experienced designer studying UX Research and Design at the University of Michigan. I have valuable experience working with clients and team members from many different backgrounds.

Design Tools:

- Adobe Photoshop
- Adobe InDesign
- Adobe Illustrator
- Sketch
- Adobe Xd
- InVision
- Protoshare

Design Methods:

- Ideating
- Sketching
- Storyboarding
- Wireframing
- Prototyping

Research Methods:

- Interviewing
- Surveying
- Affinity Diagrams
- Heuristic Evaluations
- Usability Testing

Programming:

- Python
- HTML/CSS
- JavaScript

Education:

University of Michigan
School of Information (UMSI)
Master of Science in Information

Area of Study: UX Research & Design
April 2020

Siena Heights University
Bachelor of Arts

Major: Computers and Information Systems
Minor: Graphic Design
May 2018

Experience:

Junior Graphic Designer

Artonic Web, Tecumseh, MI

Junior Designer, April 2018 - Present

Intern, July 2017-April 2018

- Create wireframes for websites and software programs.
- Design digital graphics, ads and banners.
- Organize and simplify menu navigation for client websites.
- Produce custom HTML, CSS, and Javascript code for client and company projects.

Projects:

Consultant

Ann Arbor Hands on Museum (AAHOM) and Leslie Science and Nature Center (LSNC).

September 2018-December 2018

- Worked with two merging organizations to consolidate their communication platforms.
- Conducted interviews with staff members to analyze strengths and weaknesses of current communication platforms and protocols.
- Produced affinity diagram from interview notes and interview data.
- Performed background research and comparative analysis on considered communication tools.
- Consolidated all research into finalized report including findings and recommendations.

Designer

SI 582 Interaction Design Class

- Given a task of identifying an issue that effects a certain group of people in a local community and create a technological solution to this issue.
- I chose to address the issue of biases in five star rating systems as it pertains to non locals of a community.
- Sketched and storyboarded potential solutions to the problem.
- Surveyed and interviewed individuals who dealt with this issue on a frequent basis.
- Sketched, paper prototyped, and wireframed a mobile app solution that would ask users to rank rather than rate establishments they visit.