

GLYNNIS RITCHIE

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http://glynn.is

SUMMARY

Driven, self-directed designer, with 6+ years of experience in interface design and creating consistent, accessible user experiences. Professional, efficient, and articulate communicator who is passionate about iterative delivery, creative collaboration, and productive compromise to ship products on time.

Experienced in leading design and CSS efforts for design systems consumed by multiple data-rich applications, and creating and documenting flexible visual and interactive standards.

EDUCATION

Bachelor of Arts, University of Alabama 2010
Media, Culture & Communication
French Language & Culture
International Honors and University Honors

Study Abroad 2008–2009
Sorbonne, American University of Paris,
Catholic Institute of Paris

Madison College 2013
Objective C programming, iOS development,
Applied Computer Graphics

SKILLS

DESIGN	UI/UX Design	● ● ● ●	OTHER	Agile Methodology	● ● ● ●
	Responsive Design	● ● ● ●		Pair Programming	● ● ● ●
	Mobile Design	● ● ● ●		Communication	● ● ● ●
	Adobe CC	● ● ● ●		Videography	● ● ● ●
	HTML	● ● ● ●		Photography	● ● ● ●
	CSS/SASS/LESS	● ● ● ●		Final Cut Pro	● ● ● ●
DEVELOPMENT	Ruby on Rails	● ● ● ●	Adobe Premiere	● ● ● ●	
	Javascript, JQuery	● ● ● ●	Letterpress printing	● ● ● ●	
	TDD/BDD	● ● ● ●	Bookbinding	● ● ● ●	
	MySQL, Postgres	● ● ● ●	Ceramics	● ● ● ●	
	Git	● ● ● ●			
	Vim	● ● ● ●			
	iOS	● ● ● ●			

WORK & EXPERIENCE

Boundless Geo
Remote

Front-End Engineer & Designer 2016–2017

Provided wireframes, visual design, mock-ups, CSS, HTML, and code review of visual changes for several web-based geospatial tools. Worked closely with product management to define goals, strategy, and direction.

Rackspace
Remote

UX Engineer III 2015–2016

Worked closely with product management and senior leadership to define goals, strategy, direction, and desired outcomes without compromising the user experience. Led collaboration between design & development teams on internal search tool that decreased call time by 75%, saving the company \$220k and customers 3,507 hours per year.

UX Engineer II 2014–2015

Provided wireframes, mock-ups, CSS, HTML, and code review of visual changes and A11Y compliance. Created, collaborated on, and maintained new design patterns and documentation for the EncoreUI Framework, an internal design system.

Bendyworks
Madison, WI

Designer/Developer 2013–2014

Led design for a Fortune 100 company's mobile app. Worked directly with clients. Refined hiring process with a focus on inclusivity and increasing applications from marginalized groups.

Murfie.com
Madison, WI

Lead Designer 2012–2013

Led development and design for mobile first and fully responsive site redesign. Designed mobile app interface and user flow.

Foxtail Media
Madison, WI

Co-Founder 2012
Provided videography, video storytelling, photography, sound design, and graphic design services.

Munch
Birmingham, AL

Graphic Designer 2011–2012
Interface design and early business development for a small start-up focused on online food ordering.

Impact Alabama
Birmingham, AL

Media & Communications Coordinator and AmeriCorps State Member 2010-2011
Led social justice initiatives and trainings in underprivileged communities across Alabama.

Cannes Film Festival
Cannes, France

Academic intern with the American Pavilion and IIACI 2010
Member of photography/videography team. Covered press conferences and panels with actors and directors for live stream.

The Center for Book Arts
New York, NY

Studio Assistant 2009
Assisted in taking inventory, designed greeting cards, maintained presses, assisted with events, and helped install shows in gallery.

VOLUNTEER WORK & COMMUNITY INVOLVEMENT

New Orleans Video Access Center, Summer 2016. Taught two-day workshop of in-depth Photoshop training. Introduced students to major design principles, key tools and skill sets in Photoshop, and led them in creating their own original movie poster designs, which they completed by the end of the course.

Big Class, 2014–present. Member of the Volunteer Leadership Council and Design Collective. Provided ideas for programming, volunteer celebrations, recruitment, and fundraising efforts. Provided graphic and print design for everything from hand-lettered invitations and event posters to postcards and fliers.

AIGA New Orleans, 2015-2016. Planned programming for community and professional events. Helped board members define and meet their goals in creating programming. Assisted the President in organizing the bi-annual board retreat. Maintained meeting minutes and ran networking events for quarterly community meetings.

Conference Attendee Abstractions 2016, Made By Few 2016, Rax.io 2016, AlterConf Paris 2016, Enterprise UX 2015, AIGA Design Conference 2015, TYPO San Francisco 2014, La Conf 2014, Made by Few 2014, Design Like Mad 2013, Madison Ruby 2013, UXMad 2012 & 2013

Speaker Rax.io 2016, Snow*Mobile 2014
Co-organizer AIGA New Orleans, Madison Women in Technology, Madison chapter of CodeChix
Member AIGA New Orleans Board, Design Madison

PROFESSIONAL REFERENCES

Available upon request.