

Tonya Abna

Resume

Senior UI/UX Designer and Front-End Web Developer

LaunchGirl.com

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Objective

I am a dedicated and motivated professional seeking to leverage my over 20 years of technical, professional, and creative experience in a rewarding and challenging career.

Skills

Web and UI/UX Design and Development:

- Research, design, development, project management, documentation, and testing of cross-browser, cross-platform, responsive, interactive, standards compliant, scalable, secure, user-friendly, accessible wireframes, prototypes, websites, user interfaces, web, mobile, and desktop applications, social media, emails, graphics, multimedia, data visualizations, and animations.

Graphic Design and Production:

- Design, layout, branding, marketing research, style guide creation, art direction, project management, and digital and print production of logos, graphics, photography, infographics, presentations, publications, user interfaces, emails, animations, and various other types of digital and printed media.

Project Management:

- Project planning, team leadership, technical, marketing, usability and user experience research, time and effort estimation, information architecture development, task assignment and tracking, risk assessment, quality assurance testing, troubleshooting and problem solving, business communication, meeting management, and project documentation.

Training:

- Teaching classes, leading one-on-one training sessions, cross-training coworkers and team members, and writing training manuals and articles, classroom materials, and project documentation. Includes training topics on web development and content management, graphic and web design, photography post-production, video production, techniques for troubleshooting and problem solving, and professional development.

Event Management:

- Event planning and support, speaker and location research, budget estimation and purchasing, preparing and monitoring scheduling, audiovisual coordination, decoration and set design, menu planning, and production of event and marketing materials such as emails, websites, social media campaigns, invitations, badges, presentations, signage, agendas, promotional materials, and more.

Tools Used

- **Atlassian:** Jira, Confluence, Git, BitBucket, and Sourcetree.
- **Adobe Creative Cloud:** XD, Photoshop, Illustrator, Acrobat, Audition, Premiere, Dreamweaver, and more.
- **Wireframing & Prototyping:** XD, Sketch, Craft, Invision, and Balsamiq.
- **G Suite:** Google Drive, Docs, Sheets, Mail, Calendar, Analytics, and more.
- **Microsoft Office:** Word, Excel, PowerPoint, Access, Visual Studio, VSS, TFS, and more.
- **Languages:** HTML, CSS, JavaScript, jQuery, AJAX, ASP, .Net, C#, SQL, ActionScript, and more.
- **Operating Systems:** Windows, iOS, Unix/Linux, Android
- **More:** For a complete, filterable list of tools used, showing expertise level and usage, visit LaunchGirl.com.

Employment

UI/UX Designer/Developer

- **November 2018 – Present**
TeamSupport, Dallas, TX

Designed mockups, wireframes, and prototypes for a B2B SaaS platform and developed those designs into a cross-browser, cross-platform solution. Consulted with customer support, technical teams, and other stakeholders, performed intensive user experience analysis, and reviewed and evaluated user feedback to guide design strategy and enhance the customer experience. Established design and front-end coding standards to improve the usability, accessibility, and scalability of the product. Formed and lead the employee engagement committee in charge of encouraging teamwork and improving the employee experience.

UI/UX Designer

- **January 2018 – November 2018**
Verizon, Irving, TX

Designed mockups, wireframes, and prototypes for web and mobile applications. Worked closely with designers and developers to deliver best in class design assets. Consulted with business teams and technical teams to understand requirements and vision. Created infographics and other visual assets. Performed design reviews and assisted team members as needed. Conducted user experience research.

Freelance Graphic and Web Designer/Developer

- **October 1999 – Present**
Launch Girl, Duncanville, TX

Designed, developed and maintained assorted commercial and non-profit websites, print campaigns, and retail products. Touched up photography, created logos and branding, developed custom scripts, graphics and publications, and consulted with and trained clients on using and maintaining their products.

Senior Web Designer/Developer

- **April 2008 – January 2017** (Full-time), **August 2017 – October 2017** (Contract)
Data Paradigm, Inc., Dallas, TX

Designed, developed and maintained websites, mobile applications, and emails. Shot and touched up photos, created logos and branding, developed custom animations, data visualizations, graphics, and publications, worked with databases, cross-trained coworkers, performed project and team management responsibilities, and wrote documentation, technical specifications, and training materials. Was the in-office subject matter expert on responsive design, parallax animation, mobile compatibility, and front-end development. Lead the employee engagement committee, which encouraged teamwork and morale and reduced turnover.

Education

Education kept current with classes, conferences, and online training on web design and development topics.

M.S. in Visualization Sciences (Computer Graphics)

- **Texas A&M University, 1999**

Course work included web development, art and design, computer graphics programming, user interface development, 3D and 2D animation, video production, photography, human-computer interaction, and more.

B.S. in Computer Science

- **University of Texas at Dallas, 1997**

Computer Science course work was supplemented heavily with traditional arts and computer graphics courses. Graduated magna cum laude.