

Hannah A. Patellis

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Skills Summary

Designer with a passion for creating efficient and delightful user experiences and user interfaces through design thinking and data-driven decision making. Focused on achieving business goals while also meeting user needs. Technologist with proven experience in web technologies as well as IT systems architecture.

Soft skills recognized in the workplace: Quick learner, passionate, time management, efficient communicator, community builder, leader and manager

Experience with the following design aspects: User Research, User Testing, Design Thinking, Wireframing, Rapid Prototyping, Visual Design, Interaction Design, Design for Accessibility

Experience with the following applications: Atlassian Jira and Confluence; Asana; Notion; Adobe Photoshop, InDesign, Illustrator, After Effects, and XD; Figma; InVision; ProtoPie

Experience with the following technologies: HTML, CSS, SASS, JavaScript, Python, PHP, React, Redux, Git, Responsive and Accessible Web Design, SQL, Mongo, Node.js, Amazon Web Services, Microsoft Azure

Education

BFA Service Design / 2013-2018

Savannah College of Art and Design, Savannah, Georgia. Focused on user experience design, digital services, and industrial design.

Experience

Seesaw Learning Inc.

Senior Product Designer / 2024

Senior Product Designer for Seesaw Learning's Content Library offering for elementary school teachers. Crafted innovative ways for elementary school teachers to find content for their classrooms. Researched, including deep competitive analysis, for new Content Library features in addition to evaluating how well existing solutions operated. Augmented Seesaw's business model to incorporate new revenue sources. Worked deeply inside of a ~5 member design team that collaborated on ideation and critique. Worked alongside design researchers to plan, execute, and analyze relevant research for ongoing projects. Participated cross-functionally with engineering to develop, deploy, and iterate solutions; as well as other internal business teams including marketing and content creators to ensure deep understanding of the customer base and proper implementation of solutions.

Clever Inc.

Product Designer II / 2022-2024

Product Designer for Clever's Identity Management solution. Lead designer for Clever IDM's user management feature-set. Working with integrations for Microsoft Windows Active Directory, Azure AD, and Google Workspace. Creating new and innovative ways to sync with K-12 school districts' SIS (Student Information Systems) and manage account creation and synchronization in various directory solutions. Primary researcher for new feature discovery and evaluation of existing solutions and prototypes. Member of a ~7 member design team that collaborates on ideation and critique. Working cross-functionally with engineering to develop, deploy, and iterate solutions; customer success to understand obstacles and user needs; as well as marketing to ensure proper messaging and adoption along with collaborative research tasks.

2U Inc.

Lead User Experience Designer / 2019-2022

Designing user experiences and interfaces for 2U's internally built applications used by students, instructional teams, centralization teams, and internal employees. Tools used in this role include user research, analytics analysis, information architecture, business process blueprinting, rapid prototyping, and development handoff; among other tools. Working closely with stakeholders, product managers, and developers to ideate, deploy, and iterate on applications.

Academic Manager / 2019

Directly managed mentors and instructional teams for all of 2U's online bootcamp offerings across over 15 major, accredited American universities. Served as a reserve instructor and taught a MERN stack web application development bootcamp at University of Denver and Northwestern University.

Principal Curriculum Engineer / 2018-2019

Worked on 2U's Online Coding Bootcamp as the principal designer of Ruby on Rails, JavaScript, and React mentorship curricula through a process of user research sessions, participatory ideation, prototyping, and testing. Directly in charge of deployment and data analytics for the curricula.

Instructional Coach / 2018

Served as an instructional coach for boot camp instructors of major universities across the globe to improve key performance indicators. Designed systems through interview-led research, ideation, and prototyping to aid in more efficient onboarding and coaching procedures. These systems were used for all universities served with the goal of improving instructional quality.

Georgia Institute of Technology

Instructor of UX/UI Design and MERN Stack Bootcamps / 2017-2021

Instructed multiple UX/UI design bootcamp courses as well as MERN stack web application development bootcamp courses.

Smoke Cartel

UX/UI Designer + Developer / 2016-2018

Designed and developed web applications to power Smoke Cartel's operations and various e-commerce ventures through a process of user research, metric analysis, business process analysis and blueprinting, information architecture, ideation and rapid prototyping. Developed some of the designed applications using primarily the LAMP stack or Node + Electron, and oversaw deployment on and administration of Debian-based hosted web servers.

Offshore Risk Management

UX/UI Designer + Developer / 2014-2016

Principal designer and developer for web applications needed by Offshore from ideation to production, including market and user research, content strategy, rapid prototyping, user testing, and development using the LAMP stack. Branding and graphic designer for all of Offshore Risk Management.

Certifications

UX Writing Essentials

September 2023 from UX Content Collective

Presenting with Confidence

April 2023 from Mule Design Studio

Adobe Certified Associate

Photoshop, Illustrator, and InDesign