



Hannah A. Patellis
 UX/UI Designer
 Software Developer

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Designer with a passion for creating efficient and delightful user experiences and user interfaces through design thinking. Software developer with proven experience in web technologies and languages as well as IT systems design and administration.

Skills

User Research, User Testing, Design Thinking, Wireframing, Prototyping, Visual Design, Interaction Design

HTML, CSS, SASS, JavaScript, Python, PHP, React, Redux, Git, Responsive and Accessible Web Design, SQL, Mongo, Node.js, Amazon Web Services, Microsoft Azure, Windows Server, Active Directory and LDAP

Photoshop, InDesign, Illustrator, After Effects, XD, Sketch, InVision, ProtoPie

Education

BFA Service Design 2013 - 2018
 Savannah College of Art and Design

Certifications

Adobe Certified Associate
 Photoshop, InDesign, Illustrator

Speaking

Trilogy: Shape the Future 2019

Trilogy Education Services, a division of 2U

2017 - Present

User Experience Designer

Currently designing user experiences and interfaces for Trilogy's internally built applications through user research, collaborative prototyping, and extensive testing.

Academic Manager

2019

Directly managed mentors and instructional teams for all of Trilogy'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 Trilogy's Online Coding Bootcamp as the principal designer of Ruby on Rails, JavaScript, and React 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

2017-2018

Served as an instructional coach working with instructors for 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 by Trilogy with the goal of improving instructional quality.

Georgia Tech

2017 - Present

Instructor of UX/UI Design Bootcamps

Instructor of Full-Stack Flex (MERN Stack) Bootcamps

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

Smoke Cartel, Inc.

2016 - 2018

Web Application Designer and Developer

Principal IT Systems Designer and Administrator

Designed and developed web applications to power Smoke Cartel's operations and various e-commerce ventures through a process of user research, information architecture, ideation and rapid prototyping, development using primarily the LAMP stack or Node + Electron, and deployment on and administration of Debian-based hosted web servers. Acted as the principal IT systems designer and administrator using Windows Server products as well as Debian-based operating systems.

Offshore Risk Management

2014 - 2016

Web Application Designer and Developer

Principal Digital Systems Designer and Administrator

Principal designer and developer for web applications needed by Offshore Risk and its various divisions from ideation to production, including market and user research, wireframing, prototyping, user testing, and development using the LAMP stack. Sole IT systems designer and administrator for all web servers along with local Microsoft SQL, Exchange, and Active Directory servers. Branding and graphic designer for all divisions of Offshore Risk Management.