

Cheryl Lewman

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To Whom It May Concern:

I am a seasoned product professional with experience as a researcher, developer, ethnographer, and in user experience. As a documentary filmmaker, I researched, interviewed, did storyboarding, wrote papers and proposals, built corresponding websites, and edited the films. As a UX Designer, I perform these same tasks using different technologies. The marriage of the human component and technology is fascinating and mirrors the juxtaposition of quantitative and qualitative research. I've spent my education and career thinking about how to represent people, consider what people's needs are, and enjoying the task of revealing these processes and people through technology.

With a graduate degree in Interdisciplinary Studies: Communication Studies (Electronic Media and Ethnography), I have written numerous ethnographic papers based on research, won awards for my ethnographic fieldwork, and have vast experience writing and in interviewing and testing. My specialties are Research, Usability Studies, Task Analysis, Storyboarding, Archetypes and Personas, Userflow/IA, Report Writing, Data Collection, Qualitative and Quantitative Analysis, and Journey and Empathy Mapping. My skills include Sketch, Invision, Adobe Creative Suite, Trello, Microsoft Office Suite, and Confluence. In addition to my UX skills, I am a competent developer and am proficient in HTML, CSS, JavaScript, Python, and Django. Understanding the entire development process has helped me further enrich my skills as an emerging user experience professional. I also have some serious organizational skills, a great attention to detail, and an ability to bring teams together.

As a contract UX Designer at NIC, Inc, I conduct user research, build prototypes in Invision, make adjustments to Sketch files, and strategize iterative changes based on user studies. For NIC's Gov2Go Phase 1 redesign, I have led two studies, both dealing with proposed changes to the app. Each study was remote and included a total of 30 tasks. After the testing, I analyzed that data, wrote an executive summary, and made recommendations based on the findings. For the second study, I implemented the changes in the prototype based on the first study findings. I am currently working on prototypes implementing the new design in different media query breakpoints: mobile, portrait tablet, landscape tablet, and desktop.

As a part-time designer and developer intern for the non-profit Speak Your Kind, I work with a product owner to define a strategy to define Speak Your Kind. As a team member, I help define business requirements, use cases, user flows, wireframes, and prototypes. I have taken the lead for the development of all user experience and design, as well as the front end development.

My ultimate goal is to work with a creative team in a collaborative environment. With my strong technical skills and my robust set of organizational, research and people skills, I believe that given the opportunity, I would make a great asset to any team. I am looking for a position where I can hone my current skills, and pick up a few more. If you have any questions, please don't hesitate to call (503) 504-6582. I look forward to hearing from you soon.

Respectfully,
Cheryl Lewman