

Payton Russell

PRODUCT DESIGNER

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832-331-3023

Austin, Texas

Self-motivated designer who finds joy in creating seamless, data-driven products.

EDUCATION

The University of Texas at Austin

UT School of Architecture

B.S. Interior Design

2016 - 2020

UT Study Abroad | Cortona, Italy

UT School of Architecture

Study in Italy Program

Fall 2019

UX Design Immersive | General Assembly

User Experience Design Certification

Completed April 2023

SKILLS

User Interface Design

Rapid Prototyping

Wireframing

UX Research

Information Architecture

Usability Testing

Brand Identity

Basic HTML

TOOLS

Figma

Adobe Photoshop

Adobe InDesign

Adobe Illustrator

Google Suite

Balsamiq

Miro

EXPERIENCE

UX/UI Designer | JobSage

June 2023 - 4 week sprint

Design of a new product that assists employers in synthesizing and summarizing employee survey feedback.

- Conducted secondary research and gathered insights through user interviews
- Met and collaborated with stakeholders weekly
- Designed a high-fidelity interactive prototype and handed off to developers

UX/UI Designer | Eat Unbound

April 2023 - 3 week sprint

Design of a new platform where restaurant owners and head chefs can add and edit menus, manage their listing, and view business analytics.

- Leveraged stakeholder interviews to understand client and business needs
- Conducted user research and synthesized data to define user's needs and pain points
- Led development of clear design guidelines, libraries, and components
- Designed a high-fidelity interactive prototype

Project Designer | New Edge Design Studio

August 2022 - January 2023

- Produced specification packages and architectural detail drawings
- Sourced and designed textiles, bedding, and window treatments
- Executed home installations throughout the state

Interior Design Assistant | New Edge Design Studio

August 2021 - August 2022

- Worked within Adobe Suite to design and develop client presentations
- Prepared floor plans, specification packages, and architectural detail drawings
- Curated decor and accessories for model homes

Interior Designer | Havenly

April 2021 - June 2021

- Operated online through the Havenly platform to create curated room designs
- Sourced furnishings and decor from retail, trade, and wholesale vendors
- Created concept boards, floor plans, and 3D renderings

PROJECTS

Health Haven | Web App Design

March 2023 - 3 week sprint

Design of a new platform for healthcare workers to receive mental health support by connecting, building communities, and sharing resources.

- Conducted business research to understand client's business model, goals and needs
- Leveraged screener surveys, user interviews, and competitive analysis
- Established a component library, managed the team project file, and maintained UI layout
- Designed a high-fidelity interactive prototype

Toybox Garage | Website Redesign

July 2023 - present

In progress redesign of an existing automotive and motorsports website.

- Conducting business research to understand client's business model, goals and needs
- Leveraging competitive and comparative analysis and heuristic evaluation insights.