

# Stephanie Dykes

## UX Designer

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📞 706-346-7641

### SKILLS

User Interface Design  
Rapid Prototyping  
Information Architecture  
Mobile & Web Design  
Wireframing

User Research  
Usability Testing  
Concept Testing  
Contextual Inquiry  
Heuristic Evaluation  
Affinity Mapping  
Card Sorting  
Journey Mapping  
Personas

Agile Methodology  
Design Thinking  
User Centered Design  
Material Design

### TOOLS

Figma  
Adobe XD  
Sketch + InVision  
Adobe Illustrator  
Adobe Photoshop  
Axure  
PlaybookUX  
Pendo

### EDUCATION

Georgia Institute of Technology

M.S. Digital Media, GPA 3.88

Aug 2016 - May 2018

B.S. Computational Media, GPA 3.70

Aug 2012 - July 2016

### EXPERIENCE

Tyler Technologies - Seattle, WA

*Lead Product Designer*

Aug 2022 - Present

- Creating analytics capable software solutions for city budget planners, property assessors, and permit issuers.
- Partnering with product managers and engineers to create and deliver consistent experiences across multiple products.
- Conducting discovery research, user interviews, and prototype usability testing; Synthesizing and sharing out insights.
- Leading and participating in design critiques and collaborative idea generation sessions.
- Contributing to an evolving company design system in Figma; Collaborating to establish and document new design patterns.

CodeMettle - Atlanta, GA

*Senior UX Strategist*

April 2021 - Aug 2022

- Lead UX Designer on Terminus, our flagship network management product. Created a user experience driven product that is 100% preferred to former CodeMettle software solutions.
- Led company's first user research initiative. Established a regular research cadence. Implemented customer satisfaction surveys, on-site user testing, and remote usability testing.
- Advocated for user needs and aligning product strategy to focus on user-centered designs, while also ensuring the product meets business goals and stays true to its intended vision.
- Designed and strategized major revisions and new features; Facilitated design sprints and conducted design reviews.

*UX / UI Designer*

Feb 2019 - April 2021

- Designed network management interfaces for a variety of commercial and U.S. Department of Defense customers.
- Rapidly validated product designs with usability testing; Utilized a range of interactive high and low fidelity prototypes.
- Conducted user research, stakeholder interviews, and contextual inquiry; Synthesized insights into actionable briefings and reports.
- Created company's first user personas; Educated and advocated for their use in new and existing projects.