

I have honed my UX and design skills through working on cutting-edge products that required innovative solutions to complex problems. I specialize in seeing the big picture, problem-solving, user testing, defining features, prototyping, information architecture and wire-framing.

My career is multi-faceted and spans early stage, consumer-centric product lines including multimedia, financial services, 3D environment capture and gaming. I am an inventor on multiple design patents.



emiliy-adams.com

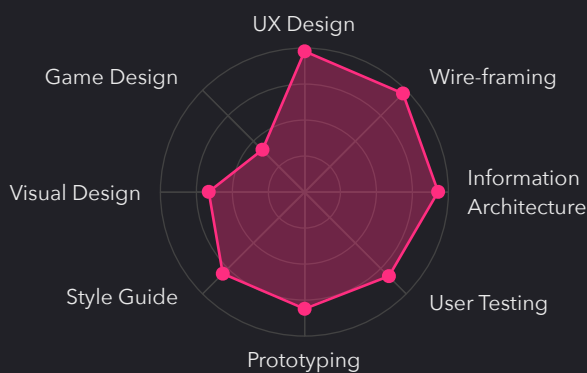


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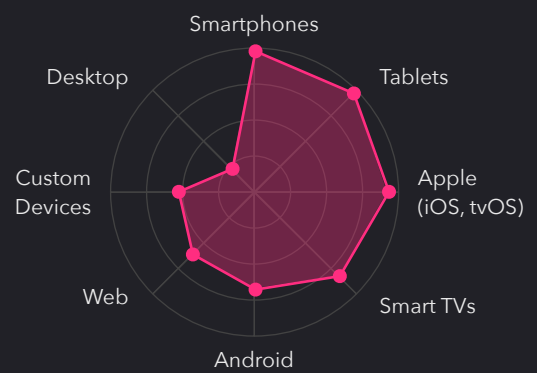


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Skills



Experience



Tools



Lead UX/UI Designer

Wells Fargo

Mar 2017 - Current

Greenhouse by Wells Fargo is an easy to use app that takes the guesswork out of spending. A digital bank in the palm of your hand that puts you in control of your money. Greenhouse comes with two accounts, a set aside account for bills and a spending account for everyday spending.

- Provide leadership, product vision and end to end user experience
- Manage, delegate and coordinate project deliverables
- Review employee performance
- Create prototypes for key stakeholders and user testing
- Expertise in regularity constraints including accessibility
- Create detailed specifications, pattern library and assets

Director of Design

Long Game

Jul 2016 - Feb 2017

Long Game rewards you for saving money. You create a Long Game account and as you maintain a savings you earn coins allowing you to play games for chances to win money.

- Managed creative agencies and contractors
- Provided leadership and product vision
- Designed the app architecture and end to end user experience
- Created prototypes and conducted user test, interviews and surveys to create behavioral specifications
- Created design specifications, style guide and assets

Lead UX/UI Designer

StreamNation

Nov 2014 - Mar 2016

StreamNation is your sharable media library. Users add their media, play and share it with friends. This product spans multiple platforms mobile, web and TV. As a Lead UX Designer I worked closely with key stakeholders designing product goals, features, user research, UX, UI, visual design and branding.

- Managed creative agencies and contractors
- Provided leadership and product vision
- Designed the app architecture and end to end user experience
- Created prototypes and conducted user test, interviews and surveys to improve the design
- Created design specifications, style guide and assets

Lead UX/UI Designer

Matterport

Aug 2014 - Oct 2014

Matterport is portable 3D scanning equipment for interior spaces. I provided and improved the user experience in the scanning, editing and managing of interior spaces.

Lead UX/UI Designer

IMVU

Nov 2012 - Aug 2014

IMVU is 3D avatar social chat. The experience allows users to chat, connect and interact with each other in chat rooms. As a Lead UX Designer I worked closely with key stakeholders to develop a complete product vision for the web, phone and tablet products. I worked on new features for the downloadable client which helped increase the revenue of the core business.

- Designed end to end user experience on new products
- Designed new features on existing products and improved revenue
- Created design specifications

Senior UI & Visual Designer

OnLive

Oct 2009 - Oct 2012

OnLive is cloud gaming available on many platforms including tablet, TV and downloadable client. As a UX Designer and Visual Designer I worked closely with key stakeholders to develop a complete product vision.

- Created high fidelity mock-ups
- Supported engineering team in creating and improving new features
- Created design specifications, style guide and assets