Mitzi Okou

User Experience and Visual Designer

PROFILE

I am a UX Designer with a passion for helping the world one solution at a time through a combination of different creative fields and experiences.

SKILLS

Visual Design
Interaction Design
Human Centered Design
User Research
Prototyping
Storytelling
Data Visualization
Presentation Design

TOOLS

Adobe Illustrator
AdobePhotoshop
Adobe InDesign
Adobe After Effects
Adobe XD
Sketch
Principle
Axure
Invison
Marvel
Proto.io
Cinema 4D
Overflow

LANGUAGES

English
French

CONTACT

404-358-1126

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EXPERIENCE

Interaction and Visual Designer, HP
Sep 2018 - Present
Documented and managed logic flows created by developers and interaction architects. Aided in the visual treatment of high level executive presentations. Collaborated with designers and managers of the Global Experience Design Department (GxD) to create the official HP design system. Created and defined interactions from E2E as well as visual assets, animations and layouts implemented in software to set up HP printers across different operating systems and devices.

Visual Designer, SCAD STARTUP
Jan 2018 - Jan 2018
Collaborated on a four multi-disciplinary team to create a solution, using blockchain, that contributes to a better work-life balance. Designed the promotion video as well as helped with creating the brand of the service. Aided with the design of the presentation to present to potential investors.

User Experience Designer, 3M WORKSHOP
Nov 2017 - Nov 2017
Participated in a workshop ran by 3M where we reviewed the process of design thinking and human centered design. Collaborated with two designers to create a procedure to help designers within the same project team to work through team obstacles.

User Experience Design Fellow, IDEO
Jun 2017 - Jul 2017
UI/UX designer for a five person multi-disciplinary team focusing on applying Blockchain technology in the live music industry. Applied Human Centered Design principles to collect customer feedback and suggestions to align product development with user requirements. Designed a business venture focused on collection and distribution of data of interaction between artists and audiences at live music events to provide empathy between relevant stakeholders. Applied iterative product design process to optimize product influence and user experience.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN
Sep 2015 - Jun 2018
B.F.A in Graphic Design with a minor in Interaction Design

THE BOSTON CONSERVATORY
Sept 2013 - May 2015
B.F.A in Classical Cello Performance

ACHIEVEMENTS

ADOBE CREATIVE JAM
Sept 2019
2nd place Winner

MIT HACKING ARTS HACKATHON
Nov 2017
2nd place Winner of the BuzzAngle Sponsor Challenge

DEAN'S LIST
Sept 2016 - Jun 2017