Audrey Banks
UI/UX

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I am an innovative UX generalist who applies skills in research, design, development and management to bring user interfaces to life from the first sketch to the last compile. I research. I design. I code. I lead teams.

Work Experience

JOOR / UX Research Lead
JULY 2019 - MARCH 2020, NEW YORK

I led the UX research division at JOOR, a fashion technology start-up. I helped determine the strategy and direction of our future products, oversee other product managers' and designers' UX research, analyze our current products' usability, interview clients, and generate new designs.

Aurora Flight Sciences / UI Design & Development Lead
MAY 2016 - JULY 2019, BOSTON

I facilitated interactions between humans and autonomous systems through the design and implementation of human-machine interfaces (HMIs). I generated storyboards, sketches, wireframes, mockups, and interactive prototypes. I led a team of designers and engineers for each HMI. I helped develop and program the HMIs, making portable applications for both mobile and desktop clients.

Biorobotics Lab CMU / Web Designer & Developer
AUGUST 2015 - AUGUST 2016, PITTSBURGH

I designed and developed the lab's website. I designed and constructed mechanical parts for robotic assemblies in CAD. I led meetings and presented storyboards to clients.

T.A.G. / Founder and Director
DECEMBER 2010 - JANUARY 2013, NEW YORK CITY

I directed and founded T.A.G., an organization devoted to displaying works by young artists in New York City galleries. I designed the structure, mission, and aesthetic of T.A.G. I handled national press, publicity and outreach, maintaining correspondence with 1000+ artists across America. I coordinated fundraising. I organized shows in Chelsea and the Lower East Side.

Education

Carnegie Mellon University / BA HCI & Fine Art
SEPTEMBER 2013 - MAY 2016

Graduated with a double major in HCI & Fine Art and a minor in Mandarin Chinese.

Columbia University / Transfer Student
SEPTEMBER 2016 - DECEMBER 2016

I spent my last semester of undergraduate in Columbia University's prestigious fine art program.

Skills

Research: Ethnographic research• User interviews Personas • Card sorting • Affinity mapping • Customer Journey Maps • User Flows

Design: Illustration & UI graphics • Strategy & vision presentations • Style guides • Wireframes & mockups with Balsamiq, Figma, Sketch, and Photoshop

Prototyping: Rapid prototyping using InVision, Figma or PowerPoint • Interactive flow with HTML/CSS/JavaScript

Development: Android Studio • Qt Quick • Qt Designer • Python • Java • C++

Collaboration: Facilitating design critiques • Leading meetings • Organizing workshops • Leading organizations and projects

Accomplishments: Designed UI for Uber Elevate's Air Taxi Program • Raised $10,000 on Kickstarter • Featured in The New York Times, Papermag, New York Magazine • Served as an art advisory board member for Young Artists for St. Jude