Isa Sabraw

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Skills

UX/UI Design, Prototyping, Visualization, User Research, Information Architecture, User Flows and Journeys; Curiosity, Communication, Collaboration; **Tools:** Figma, Adobe Creative Suite, HTML/CSS/JS, Jira, Blender, Autodesk Fusion

Experience

FREELANCE   Remote
Interdisciplinary Designer, Artist Assistant   September 2023 - Present
- Created both physical and digital products for clients and independent projects. Spatial/exhibition design for furniture booth at Las Vegas Market Trade Show. Perfume bottle design awarded IPBA Top 10 Semi-finalist
- Conceptualized and developed a special edition set of products inspired by ornamental and functional accessories from archival collections, prototyped and developed using Autodesk Fusion and a Bambu Labs A1 3D printer
- Developed an Excel database of museums and selection criteria, artist successfully booked a show at a museum

ODDSCHECKER   New York, NY (Remote)
Product Designer   October 2022 - April 2023
- Flexibly collaborated on a daily-basis with 3-person US-based Product Team and 12-person UK-based Development Team on every step of the design process for the mobile-first, responsive website
- Led big feature design reviews with stakeholders across leadership, development, commercial, marketing, and content located in the US, the UK, Greece, Malta, and Lithuania
- Solved UX problems quickly, worked with researchers to test the designs, and developers to QA the final product (ex. designs for accommodating more than 3 handicappers on a picks card went live just in time for NFL Playoffs)

THE OPPORTUNITY PROJECT, GA X US CENSUS BUREAU   Remote
UX/UI Designer, Developer Team Liaison   July 2022 - September 2022
- Collaborated on a cross-functional team of data scientists, developers, and designers in a 6 week design sprint
- Conducted user interviews, usability tests. Conceptualized mobile design-centric prototypes

HAWTHORNE   New York, NY (Hybrid)
Video Editor Intern   July 2021 - January 2022
- Produced and edited video content and advertisements for Facebook/IG, Snapchat, OTT
- Identified best video practices from data presented in weekly Growth & Acquisitions meetings (ROAs, CPC)

LOWERCASE   Brooklyn, NY
Production Assistant   October 2020 - June 2021
- Crafted eyeglasses frames and lenses by machine and by hand
- Expedited production within 3 months to generate back to back highest selling months in company history

Education

School for Poetic Computation   Remote
HTTPoetics taught by Todd Anderson   January - March 2024

General Assembly   Remote
UX Design Immersive Certificate   January - April 2022

Washington University in St. Louis   St. Louis, MO
BFA in Studio Art, second major in Film and Media Studies   August 2016 - May 2020
- Awards: John T. Milliken Foreign Travel Award, John J. and Marjory B. Lewin Photography Prize, Summer Undergraduate Research Award, Anderson Ranch Burson Scholarship