

Yvonne R Muller

CONTACT

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(608) 630 - 0613

SKILLS

User Interviews

CSS

HTML

Adobe XD

Asana

Illustrator

Ceramics

Lightroom

Figma

Photography

InDesign

Photoshop

EDUCATION

University of Minnesota
COLLEGE OF DESIGN – 2010 THROUGH 2014
Twin Cities, MN

BFA in Graphic Design
Minor in History
GPA 3.6 – Dean's List, Cum Laude

Study Abroad Experience
UNIVERSITY OF EDINBURGH – SPRING 2013
Edinburgh, Scotland

Studied Scottish History &
Architecture

WORK EXPERIENCE

OCTOBER 2019

PRESENT

Wisconsin Historical Society

Lead Web Designer

Madison, WI

- Manage a team of junior developers, copy writers, and graphic designers to execute marketing plans on over 13 websites.
- Create and prototype wireframes, sitemaps, and customer journeys through various web experiences to improve usability of Society web experience and increase revenue.
- Establish usability testing frameworks and facilitate testing websites for a variety of users across a number of different browsers and devices and ensure that website is functional and suggest improvements to user experience.
- Develop, standardize, and refine guidelines for the look, layouts, contents, and interface elements for a variety of online user experiences, including but not limited to websites, online stores, donation platforms, mobile, and web applications.

SEPTEMBER 2018

SEPTEMBER 2019

Greenleaf Media

Web Designer

Madison, WI

- Design websites for a variety of different groups and companies to streamline their content but also to increase their aesthetic appeal.
- Collaboratively brainstorm site structure to make client's websites easier to peruse and allow users to achieve their immediate goals quickly.
- Research web and accessibility standards across client's industries to create websites that are visually distinct and more use friendly.

SEPTEMBER 2015

MAY 2017

Epic Systems

User Experience Designer

Verona, WI

- Acted as lead designer, as well as both design reviewer and consultant, on 5 to 10 simultaneous projects, with pressing daily, weekly, and monthly deadlines.
- Executed user centered design principles to effectively use graphical and typographical cues to create software that handles complexity with elegance and whimsy.
- Collaborated with designers, physicians, and other subject matter experts to create and refine a design language that will support patient safety.
- Planned and facilitated a variety of usability studies, from eye-tracking to user interviews, which addressed and confirmed specific design decisions.

