

Katie Domines

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UX Designer

UX designer with over 3 years of experience in utilizing the end-to-end research and design process. Specializing in accessibility design and global user research/design, I aim to ensure that experiences are equitable for users with diverse backgrounds and abilities. I combine this in-depth knowledge of UI design principles and qualitative + quantitative research methods to produce high-quality, data-informed mobile and desktop designs.

Work Experience

User Research Specialist

Microsoft (via Randstad)

Jun 2022 - Nov 2023

Remote

- Designed and executed research activities to answer relevant foundational accessibility research questions through leveraging and triangulating qualitative and quantitative methods, including observation, interviews, surveys, and focus groups
- Conducted usability testing on unreleased game titles by DoubleFine Studios and an Xbox second party studio, by collaborating with and presenting findings to developers, producers and designers
- Produced research and provided design teams with research context and recommendations through compelling written reports and presentations for a variety of product teams, including Xbox Product Services. Organized files in research repository to ensure easy access to accessibility reports.

Experience Design

Researcher & Strategist

Electronic Arts

(via ProUnlimited)

Nov 2020 - Apr 2022

Remote

- Analyzed player behavior data to uncover trends in user retention and drop off points, enabling the team to make data-driven decisions that improved the long-term viability of player experience products.
- Collaborated with designers and developers in an lean development environment, leading design sprints for conducting accessibility audits for the IT Design System. Documented best practices for individual UI components to ensure designs for player experience and employee experience products are 508 compliant
- Conducted comprehensive discovery and evaluative research through user journey mapping, usability testing, and data analysis for EA Creator Network and EA Events.

User Experience Designer

Andrew Weishar

Foundation

Mar 2020 - Jun 2020

Chicago, IL

- Developed and presented wireframes and high-fidelity mockups, ensuring the final design aligned with user needs and organizational goals.
- Conducted a thorough competitor analysis with prominent non-profits and charities to provide design recommendations on how to empathize with the user and encourage donations.
- Conducted stakeholder interviews with donors and board members to identify pain points in the current donation UI flow and deterrents when considering donations.
- Redesigned information architecture and created site map, contributing to improved task completion rates and an increase in page views per session.

Education

DePaul University

MSc in Human-Computer Interaction

Sep 2018 - Mar 2021

University of Illinois, Urbana-Champaign

BSc in Community Health: Disability Studies

Aug 2011 - May 2015

Certification of Interface Design

Shift Nudge

Issued Sep 2024

Skills

Design

Wireframing
Prototyping
Interaction Design
Storyboards
User Flows
Design Systems
Motion Design
Accessibility Design
Responsive Design
Content Strategy

Research

Interviews
Surveys
Usability Testing
Contextual Inquiry
Observation
A/B Testing
Card Sorting
Tree Testing
Design Thinking Workshops
Ethnographic Research
Accessibility Research

Design Tools

Figma
AdobeXD
Axure
InVision
Adobe Creative Suite
(Photoshop, Illustrator)
Protopie
Framer

Coding

HTML5
CSS3
Github
Javascript
Bootstrap
C# (basic)