Anabel Leva
UI & UX Designer

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I am a multidisciplinary UI & UX Designer looking to bring my passion for amazing design to a fast-paced and collaborative team, where I can continue to learn while working on interactive projects that engage users.

Work Experience

NAVIGATE GROUP
Product Designer

DECEMBER 2017 // CURRENT

I worked closely with the president and CTO to design the features of a new productivity tool in a scrum-based, agile environment. I was responsible for designing low fidelity mockups, rapid wireframing, and presenting concepts to stakeholders. I also conducted user interviews, created personas, mapped out user journeys, and focused in on users pain points based on competitive analysis research.

KIRA TALENT
Marketing Designer

AUGUST 2016 // MARCH 2017

I was responsible for creating all the marketing collateral including, landing pages, e-books, and campaign assets. I also worked with the product designers to maintain a strong, consistent brand across our corporate website and web apps. While working on large scale web projects I ran and participated in design sprints, attended user feedback sessions, and worked closely with the product manager.

FREELANCE
UI/UX & Visual Designer

JUNE 2017 // NOVEMBER 2017

I worked with several agencies like **KBS+**, **BTA Advertising**, and **Pivot Design Group** as a freelance UI/UX and Visual Design contractor. In these fast-paced environments I became an instant member of the team and was able to dive straight into projects. I collaborated with senior designers and art directors to create high fidelity mockups, wireframes, sitemaps, and various marketing materials.

OMNIGON COMMUNICATIONS
Production Designer

APRIL 2016 // JUNE 2016

I worked in a scrum-based, agile environment with senior designers and projects. My main responsibilities were adapting designs for Android and revising designs based on client feedback. I also worked on internal documents, presentation decks, and ads for print and web. While participating in team status meetings I learned about user experience strategy and product management.

Education

FRESH TILLED SOIL
Growing Design Sprints

SEPTEMBER 2016

BITMAKER
Intro to UX Design

FEBRUARY 2016

GEORGE BROWN COLLEGE
Graphic Design

SEPTEMBER 2012 // APRIL 2015

LADIES LEARNING CODE
Introduction to JavaScript

MARCH 2014

LADIES LEARNING CODE
Introduction to HTML & CSS

SEPTEMBER 2013

SENECA COLLEGE
Digital Media Arts

SEPTEMBER 2010 // APRIL 2012

HENRY'S SCHOOL OF IMAGING
Introduction to Food Photography

DECEMBER 2012

Awards

ASSOCIATION OF REGISTERED GRAPHIC DESIGNERS
Provisional RGD

JUNE 2016 // PRESENT

PROTOHACK
#DesignThe6ix
Third Place Finalists

JUNE 2016

ADOBE DESIGN ACHIEVEMENT AWARDS
Packaging Semifinalist

MAY 2015

Skills

PRIMARY	UI DESIGN	USER EXPERIENCE	WEB DESIGN	TYPOGRAPHY	PROTOTYPING
	WIREFRAMING	INTERACTION DESIGN	ART DIRECTION	WEB DEVELOPMENT	
SECONDARY	AGILE/LEAN DESIGN	JOURNEY MAPPING	USER TESTING	DATA VISUALIZATION	
	STRATEGY	BRANDING	MARKETING DESIGN	ILLUSTRATION	PHOTOGRAPHY
TOOLS	SKETCH	INVISION	PHOTOSHOP	ILLUSTRATOR	INDESIGN	PRINCIPLE
	XD	FLINTO	REALTIME BOARD	LUCIDCHART	UXPIN	AFTER EFFECTS
	HTML 5	CSS 3	BOOTSTRAP	JAVASCRIPT	PHP	WORDPRESS