COREY DEAHL
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SUMMARY
Corey Deahl is an accomplished experience designer and researcher who shows unique abilities in crafting experiences across a mosaic of platforms and industries for all types of users. Combining visual, interactive, and processes, Corey's quiver of skills un veils the most needed potential within users and systems. In addition, his love of people and process grants him a lens towards designing and developing sustainable "glue moments" for those impressionable mosaics of experience.

SKILLS
UI Design, Interaction Design, Design Thinking, Usability Testing, User Research, Personas, Sitemaps, User Flows, Card sorting, Lofi & Hifi. Prototyping, Wireframes

TOOLS
Adobe | XD, Illustrator, Photoshop, InDesign, After Effects – Microsoft | Office 365 – Prototyping | Adobe XD, InVision, Sketch, Figma, Mural, Trello, Jira/Confluence, Mindmaps, Process Maps

WORK EXPERIENCE
SENIOR UX/UI DESIGNER | BERLA CORP. – ANNAPOLIS, MD – *Nov. 2019 - Aug. 2022*
- Updated and streamlined Support processes for tracking types of support tickets and building a database of regular issues and their solutions
- Implemented an Agile framework for improved development and DesignOps
- Created modular style guide, design system, component library, interface design for entire mobile/tablet/desktop system
- Designed entire application interface for all platforms (mobile/tablet/desktop), integrating all previous and new feature sets

SENIOR UX DESIGNER | RELI GROUP – BALTIMORE, MD – *Jan. 2019 - Sep. 2019*
- Worked with Centers for Medicaid and Medicare (CMS), Center for Clinical Standards and Quality (CCSQ) to incorporate Human Centered Design practices into daily operations and development
- Helped design and run workshops with Design and Development teams to find areas for streamlining Development and DesignOp processes
- Helped facilitate HCD training workshops for upper management

UX DESIGNER | ALLEGIS GROUP – CATONSVILLE, MD – *Jan. 2016 - Jan. 2019*
- Worked in an Agile environment across several cross-functional teams, mainly developing Salesforce Lightning components, UI, and interactions
- Creating an enterprise level, self-service contractor community portal for many different Operating Companies under Allegis

- Shadowed users to determine behaviors, understand technical constraints, business constraints, and design constraints to create workflows and designs for improved productivity and ease of use
- Interpreted branding for Operating Companies on contractor facing portals
- Wireframes, workflows, and prototypes, marrying business and user requirements
- Facilitated workshops to identify and validate user journey's, tasks, and stories

UX DESIGNER | SOCIAL SOLUTIONS — BALTIMORE, MD — *Feb. 2015-Dec. 2015*
- Created wireframes, sketches, diagrams and prototypes for functions within the Efforts To Outcomes (ETO) software platform
- Worked with marketing, sales, product team and development to validate product requirements within the constraints of time and technology

WEB/ MOTION/GRAPHIC DESIGNER | TCS, INC — ANNAPOLIS, MD — *2011-2013*
- Created assets for proposals, and reiterated complex graphical diagrams into streamlined infographics
- Worked for internal and external clients including the Annapolis Half Marathon's branding and advertising
- Created motion graphics movies used at conventions

GRAPHIC DESIGNER | LUCID, INC — SEATTLE, WA — *WINTER 2009*
- Determined image assets for creating sets of personas and user stories from several cities for use in a digital booklet for the internal design team at. Research In Motion (RIM)

GRAPHIC DESIGNER | MICROSOFT — SEATTLE, WA — *2007 - 2008*
- Worked with the design and front-end coding of the second iteration of Windows Mobile 7 (pre Mango)
- Used Sharepoint and Sharepoint Designer to create a graphics library for all things Windows Mobile

EDUCATION
General Assembly | User Experience Design Immersive course (550hrs)
Seattle Creative Academy | Seattle, WA Graphic Design & Illustration Program