

# ANGELA CLEMONS

UX/UI DESIGNER | SOFTWARE ENGINEER | PROJECT MANAGER

## CONTACT

 angelaclemonsux.com

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## SUMMARY

Innovative UX/UI Designer, Software Engineer, and Project Manager with expertise in designing and developing user-centered solutions across web, mobile, and embedded systems. Adept at bridging design and development, with proficiency in C++, C#, JavaScript, Python, and React. Proven track record in leading cross-functional teams, optimizing workflows, and improving user engagement through data-driven design.

Experienced in agile methodologies, CI/CD pipeline management, and mission-critical software development. Worked with top industry leaders including Amazon, Rockstar Games, Epic Games, and Mayo Clinic, contributing to high-impact projects in game development, defense technology, and healthcare UX. Passionate about creating seamless digital experiences that drive impact and innovation.

## EDUCATION

### University Of Alabama in Huntsville

Bachelor of Science

Major: Computer Science

## Certifications

- Google UX/UI Professional
- Google Professional Project Manager
- Unity Professional

## LANGUAGES

- English - Fluent/Native
- EU Portuguese - Intermediate (Learning)
- Japanese - Basic (Learning)

## WORK EXPERIENCE

### User Experience Specialist - LP Building Solutions

Nashville, TN

June 2025 - October 2025 (Contract)

- Led UX for LP's ServiceNow ITSM portal: mapped employee journeys and redesigned request/intake forms.
- Optimized knowledge search, streamlining ticket submission and reducing IT-end user back-and-forth.

### Senior Digital Designer - Mayo Clinic

Rochester, MN

January 2025 - May 2025 (Contract)

- Designed and implemented intuitive digital solutions to enhance patient experiences across web and mobile platforms.
- Standardized design handoff processes, ensuring seamless collaboration between design and development teams.
- Led the creation of scalable design systems to maintain brand consistency across products.

### UX Software Developer - Higher Echelon

Huntsville, AL

July 2023 - November 2024

- Implemented tested user-centered design principles, leading to a 30% increase in user engagement.
- Designed game interfaces that reduced user friction, resulting in a 20% decrease in bounce rate.
- Collaborated with cross-functional teams to align design strategies.

### UX/UI Designer - Los Alamos National Laboratory

Los Alamos, NM

March 2023 - July 2023 (Contract)

- Established a UX research and design standard within The Multimedia Production Team by creating several UX templates and Standard Operating Procedure documents, streamlining project timelines by 25%.
- Enhanced the team onboarding experience by transforming the static onboarding documents into an interactive experience LMS reducing new hire training time by 30%.
- Conducted workshops and training to educate teams on UX standards.

### L5 UX Software Engineer - Amazon

Seattle, WA

November 2021 - March 2023

- Established brands & marketing for internally facing programs resulting in 40% increased engagement and adoption on a global scale.
- Optimized internal wikis, reducing user complaints by 15% and saving 100+ work hours monthly.
- Provided mentorship to junior designers in other departments.
- Designed and improved EMR/EHR interfaces for Amazon One Medical, enhancing usability and compliance for clinical staff workflows.

### UX/UI Designer & Front End Developer - Mass Virtual

Orlando, FL

June 2021 - November 2021 (Contract)

- Improved LMS training platforms, increasing engagement by 50% through gamification and innovative user design.
- Designed and implemented product mockups, reducing user errors by 15% and decreasing support ticket volume by 20%.
- Conducted user testing sessions to gather insights for continual improvement and product iteration.

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## SKILLS

- User Experience Design (UX)
- User Interface Design (UI)
- ISO / Android / Mobile Design
- PC / Mac Design
- 7+ Years of Figma
- 10+ Years of Adobe Creative Suite
- Programming: C++, C#, JavaScript, Python
- Web: HTML, CSS, React, Node.js, Next.js, Express.js, ServiceNow
- Game Development: Unity, Unreal Engine
- Design Tools: Figma, Adobe Creative Suite, Sketch
- Project Management: Jira, Asana, Agile (Scrum/Kanban), CI/CD

## SMALL PROJECTS

- Project Manager - Lazy Lion Games
  - Mythic Merchants
  - PC Video Game, Live on steam
  - Nov 2024 - March 2025

## WORK EXPERIENCE

### UX Project Manager - 3-GIS

Decatur, AL

November 2020 - June 2021

- Spearheaded the redesign of web applications, streamlining communication between developers and designers, resulting in a 15% increase in engagement.
- Conducted detailed user interviews and testing to identify pain points, improving user satisfaction by 20%.
- Led a cross-functional team to launch product mockups on time and within budget.

### Defense Software Engineer - Technology Service Corp

Huntsville, AL

August 2018 - May 2020

- Led the development of an Android ATAK application for military defense, enhancing situational awareness through real-time data visualization on mobile platforms.
- Utilized CI/CD pipelines and agile methodologies, including Scrum, to streamline development and deployment processes.
- Collaborated cross-functionally to optimize embedded software solutions, aligning product goals with market and defense industry requirements.
- Mentored junior engineers in best practices for embedded system design and debugging, supporting a cohesive and productive team environment

### UX Consultant & Back End Developer - Rockstar Games

New York, NY

October 2017 - March 2018 (Contract)

- Project: **Red Dead Redemption 2**
- Designed user-centric features for Red Dead Redemption 2, increasing player retention through research-driven improvements.
- Worked closely with the game design team to implement post-launch patches, enhancing the gameplay experience.
- Boosted user satisfaction by 30% through iterative feedback and UX enhancements.

### Quality Assurance Tester - Epic Games

Cary, NC

May 2017 - September 2017 (Contract)

- Project: **Fortnite**
- Conducted in-depth testing for Fortnite, identifying and resolving major bugs to improve game stability.
- Collaborated with development teams to enhance gameplay mechanics, contributing to Fortnite's success in the competitive market.
- Delivered key insights that enhanced user feedback, resulting in a 10% improvement in user satisfaction.

### Creative Director - Spark Industries Robotics

Harvest, AL

August 2011 - May 2017

- Led a team of 25 designers and programmers to develop groundbreaking automation and robotics solutions for agriculture and automotive sectors.
- Established key partnerships with industry leaders like Boeing, enhancing research capabilities and product innovation.
- Designed UX strategies that improved user interaction with robotics products, increasing efficiency by 35%.