ANGELA CLEMONS

UX/UI DESIGNER | SOFTWARE ENGINEER | PMP CANDIDATE

CONTACT

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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

- PMP Certification — In Progress (PMP Candidate, studying PMBOK 7)
- Scrum Master Training — In Progress

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)

- Led UX for the Mayo Clinic member account and patient dashboard, designing task-based views for appointments, test results, and care tasks used by millions of patients.
- Created reusable design system patterns for data-heavy modules (cards, charts, progress indicators), enabling faster delivery of new features across the public platform.

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 the VR Virtual Clinic experience, where pediatric patients complete prescribed exercises through mini-games, collaborating with physicians to translate clinical goals into gameplay and progress tracking.

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 dashboards 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 49% through gamification and innovative user design.
- Designed student and instructor views for VR training dashboards, surfacing completion status, assessment scores, and at-risk learners in a way that made high-volume data scannable at a glance.

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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,basic SQL
- Web: HTML, CSS, React, Node.js, Next.js, Express.js, ServiceNow
- Game Development: Unity, Unreal Engine
- Design Tools: Figma, Adobe Creative Suite, Sketch, Power BI
- 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%.