

# ANSLEY MOELLER

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## SUMMARY

Detail-oriented UX Designer with a Certificate in UX/UI Design from the Georgia Institute of Technology, acknowledged for delivering accessible and user-centric design solutions. Bringing a fusion of creativity and technical expertise to each project and dedicated to crafting accessible digital products from inception to completion through collaborative efforts in fast-paced environments.

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## WORK EXPERIENCE

### Administrative Assistant, A&M Enterprises Inc.

Mar 2020 - Present

- Provide essential support to multiple teams, ensuring cross team collaboration.
- Conduct research and prepare sales and inventory reports, demonstrating analytical skills.
- Manage phone calls with professionalism and exceptional customer service, addressing user pain points empathetically.

### UX Designer, Tech For Campaigns

Mar 2024 - Present

- Showcase the campaign's platform in a compelling visual style; convert onlookers to supporters and supporters to donors.
- Presented a professional and inviting website for potential volunteers, donors, and voters in designated district.

### UX Designer, Closeouts For Less

Aug 2023 - Dec 2023

- Redesigned website layout, graphics, and imagery to align with new brand guidelines.
  - Optimized design for modern, visually appealing user experience.
  - Analyzed competitors' websites and branding strategies to identify gaps and opportunities.
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## EDUCATION

### Course Certificate in Accessibility Design

Jun 2023 - Jul 2023

Interaction Design Foundation

- Completed course on designing for accessibility in web design: "Accessibility: How to Design for All."

### Boot Camp Certificate in UX/UI Design

Dec 2022 - Jun 2023

Georgia Institute of Technology

- Proficient in Figma, Miro, InVision, Adobe XD, HTML5, CSS, User-Centric Design Research, Visual Prototyping, Wireframing, User Interface Development.
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## ADDITIONAL INFORMATION

- **Design Tools:** Figma, Miro, InVision, Adobe XD
- **Front-end Development:** HTML, CSS, Bootstrap, JQuery, GitHub
- **User Research and Design Principles:** Interviewing, Surveys, Persona Creation, User Journey Mapping, Empathy Mapping, Wireframing, Prototyping, Color Theory, User Flow, Interaction Design