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Ashley Marie Quinn is a designer with over 10 years of experience creating thoughtful and holistic solutions to big and small problems alike. In her most recent role, her focus has been on product strategy, team building, and process.

## SKILLS (Ever Evolving)

Design Thinking  
Product Strategy  
Design Critiques  
Mentorship  
Communication  
Storytelling  
Creative Direction  
Facilitation  
Team Building  
Product Management  
User Experience Design  
User Research  
Prototyping  
Visual Design

## TOOLS (Always Updating)

Sketch  
Invision  
Adobe CC  
Framer  
Principle  
Abstract  
HTML/CSS  
Figma  
User Testing  
Atlassian Suite  
Airtable  
Pencil and Paper

## EXPERIENCE

### Riffyn

Oakland, CA

January 2017 - Present

#### Lead Product Designer

- Lead UX design vision across the product life cycle
- Establish a thriving design culture within the organization
- Implement design sprints, lunch and learns and hands on activities
- Grow a talented and thoughtful product design team
- Provide a voice for the user during strategy and road map planning
- Contribute to design efforts through a user-centered design process

#### Product Designer

January 2015 - January 2017

- Implemented generative research practices to discover user needs
- Worked closely with stakeholders to define product strategy
- Prototyped, tested, and validated concepts with user base
- Led design efforts to a successful beta launch
- Delivered UX documentation and high fidelity, pixel perfect designs to communicate requirements to a cross disciplinary team

### Ashleymariequinn.com

Oakland, CA

June 2014 - Present

#### Founder

- Established a design practice focused on science communication and STEAM
- Researched and understood customers' needs
- Defined project strategies and timelines
- Communicated visual and UX concepts
- Delivered UI and UX design concepts

### We Less Than Three

Brooklyn, NY

June 2009 - June 2014

#### Co-Founder

- Founded Brooklyn-based creative studio focused on startups and non-profits
- Established and maintained customer relationships
- Managed design studio team and project deadlines
- Created visual design and branding concepts for a variety of customers
- Designed the UX for mobile and web products for early stage start-ups from sketches, to wireframes, to mock ups

## EDUCATION

### School of Visual Arts

Master of Fine Arts in Interaction Design, 2012 - 2014

### Drexel University

Bachelor of Science in Interior Design, 2002 - 2006

### Pennoni Honors College, Drexel University

Honors Program, 2002 - 2006