

Amalya Henderson

USER EXPERIENCE DESIGNER

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SUMMARY

A detail-oriented UX Designer with a background in human-computer interaction, psychology, and enterprise information systems. Focused on helping people and improving the future through problem solving and thoughtful, human-centered design based on user research, usability testing, and best practices.

SKILLS

Design: UX & UI Design, Prototyping, Information Architecture, Usability Protocols

Research: User Research, User Testing, Personas, User Stories, Card Sorting

Strategy: Agile Methodology, Project Management, Requirements Definition, Leadership

Technical: HTML/CSS, Photoshop, InDesign, Xara, Omnigraffle, Sketch, Axure, Balsamiq, Confluence, Jira, Mac, Windows

EXPERIENCE

SpaceX | User Experience Designer II

Hawthorne, CA | 02/2016-11/2018

- Collaborated with Product Managers, Software Developers, and Business Stakeholders to create, redesign, and update existing applications with UI designs that are consistent with the enterprise Product Design System and usability best practices.
- Served as lead designer, main point of contact for Product Managers, and supervisor of design and research resources for 95+ internal enterprise applications as well as leading improvements to the UX team's tools and processes.
- Led and implemented projects such as creating a quick and easy-to-use wireframing method using available technologies to cut the amount of time Product Managers spent creating mockups in half as well as reducing the time that the UX team spent on creating high-fidelity mockups for stakeholder buy-in on basic UI element organization.

NASA Ames Research Center | Capstone Project UX Design Lead

Mountain View, CA | 01/2015-08/2015

- Collaborated in a cross-functional team to design an augmented reality on-the-job instructional solution for NASA astronauts on the International Space Station and for future manned missions to Mars.

- Led User Experience activities such as persona and scenario development, prototyping, and usability testing for my team.
- Provided NASA with a working prototype and tested usability principles for future augmented reality projects.

[Solution21, Inc. | Website Support Manager & Assistant Web Designer](#)

Irvine, CA | 08/2012-03/2014

- Managed the website support team, support workflow, and demanding customers.
- Enhanced help documentation and ticketing systems to improve team performance and work tracking for the business.
- Edited client websites using HTML, CSS, and Xara (similar to Photoshop) to keep client websites up-to-date and compliant with HIPAA regulations.
- Designed and built attractive, consistent websites and ad banners to improve conversion rates for our clients.

EDUCATION

[Carnegie Mellon University | Masters of Human-Computer Interaction](#)

Pittsburgh, PA | 08/2014-08/2015

[Haverford College | BA in Psychology, Minor in Japanese](#)

Haverford, PA | 08/2007-05/2011