



# Ana Khachatryan

## UX Designer

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818-731-6331  
Los Angeles

### UX SKILLS

Wireframing  
Prototyping  
User research  
Personas  
Usability testing  
Competitive analysis  
Heuristic analysis  
Strategy

### TOOLS

#### Proficient in:

Adobe Photoshop  
Adobe InDesign  
Adobe Illustrator  
Axure RP  
HTML/CSS  
Keynote

#### Knowledge of:

Sketch  
OmniGraffle  
JavaScript/jQuery  
Arduino  
Processing

### ACHIEVEMENTS

#### First Place Prize

Burbank Games + Hack  
May 2014

#### Finalist

Extreme Wearables  
Designathon  
June 2014

#### Featured Work

It's Your Show!  
February 2015

### HOBBIES

Dance  
Guitar

### WORK EXPERIENCE

#### Freelance UX Designer, A Hundred Years

February 2016 - Present

Designed a 10 week online program with 30 different tools and additional features for launch in Spring of 2017. This project has involved gathering requirements, synthesizing research, creating user flows and storyboards, wireframing, sharing business logic with the developers, and overseeing the product development to ensure all requirements are accurately met.

#### Freelance Junior UX Designer, A Hundred Years

April 2015 - October 2015

Designed a responsive website, using a mobile-first approach, for an initiative by the Robert Wood Johnson Foundation. Project involved site mapping, creating user flows, wireframing, working with the visual designers to translate designs, and working with developers to define business requirements.

#### Freelance UX/UI Designer, Linespace

January 2015 - March 2015

Designed a mobile app for a technology company in the aerospace and energy industries. Project involved gathering requirements, site mapping, wireframing, and UI design.

#### UX/UI Designer, Audiolife

November 2013 - March 2014

Created and designed an online system to allow independent artists to be able to distribute their music and merch for sale through major online retailers and indie record stores. Tools allowed artists to upload their music, design their albums and apparel products, as well as purchase small batches for tour. Project involved gathering requirements, wireframing, prototyping, UI design, and providing documentation to developers.

### EDUCATION

#### Certification in Design Communication Arts, User Experience

UCLA Extension

Graduation: June 2015

#### Bachelor of Science in Business Administration, Global Marketing

University of Southern California

Graduation: May 2008