



Ana Khachatryan

UX Designer

anakhachatryan@gmail.com

www.anakhachatryan.com

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
Sketch

Knowledge of:

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

WORK EXPERIENCE

Freelance UX Designer, A Hundred Years February 2016 - Present

Currently working on a website redesign for a non-profit. Process has involved conducting a heuristic analysis, developing a moderator guide for usability tests, creating personas, user journeys, & experience maps, improving IA & taxonomy, wireframing, and prototyping.

Previously designed a 10 week online course with 30 different tools and additional features for launch in 2018. 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 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