

# Enija Ward

Early Career/Junior UX Designer, Product Designer 😊

Portfolio: [enijaward.com](http://enijaward.com)  
[enijalw@gmail.com](mailto:enijalw@gmail.com)  
[linkedin.com/in/enija-ward](https://www.linkedin.com/in/enija-ward)  
Open to relocation!

## SUMMARY

Through my education, multiple internships, and certification courses, I've gotten hands-on experience in 13+ projects and feel confident in each stage of the Product Design lifecycle. Highly passionate, creative, and dedicated to considering users through the design process.

## WORK EXPERIENCE

### Manifold Ventures, Remote — User Experience Intern

NOVEMBER 2022 - APRIL 2023 (6 months)

Helped incorporate user-centered design into a new product called MeaVana by conducting user research, creating flowcharts, ideating, and producing low/high fidelity wireframes within the design team. Worked on 2 projects revolving around dashboard and homepage restructuring.

### Nintendo, Redmond WA — UX/UI Intern

JUNE 2022 - AUGUST 2022 (3 months)

Proposed 4 [solutions](#) to increase conversion to an existing service by conducting research and designing high fidelity wireframes. Collaborated with stakeholders, project managers, data analysts, and fellow designers on 3 additional UX projects to enhance and improve UX processes.

## EDUCATION & MORE EXPERIENCE

### University of Washington, Bothell WA - Bachelor's Degree

SEPTEMBER 2020 - JUNE 2022 (Interactive Media Design, 7+ UX projects, GPA: 3.78)

#### UX/UI Designer, Researcher - [Synergy](#) (6 months)

Collaborated to create a website for team facilitators in remote working spaces to discover, plan, and host team building sessions.

#### UX/UI Designer, Project Manager - [Woodland Park Jr.](#) (3 months)

Worked with Woodland park Zoo to create a mobile app concept made for kids and families to help foster long-term empathy for wildlife.

### South Seattle College, Seattle WA - Non-Degree Program

SEPTEMBER 2017 - JUNE 2020 (General Studies & Development)

Completed general education, computer science, web development, and communications/media courses to meet requirements for university.

## TECHNICAL SKILLS

- User-Centered Design
- User Research & Usability
- Interaction Design
- Visual Design (Figma, Adobe XD, Sketch, Systems)
- Project Management
- Information Architecture
- Presentation Skills

## SOFT SKILLS

- Cross-Functional Collaboration, Teamwork
- Quick Learning & Adapting
- Analytical, Problem-Solving
- Proactive & Self-Starting
- Communication (verbal, written)
- Organized, Timely, & Agile
- Attention to Detail, Trends

## CERTIFICATIONS

### Google UX Certification

AUGUST 2023 - DECEMBER 2023

- Dynamic, Responsive UI for Websites ([completed](#))
- High-Fidelity Designs & Prototypes ([completed](#))
- UX Research & Testing Early Concepts ([completed](#))
- Wireframes & Low-Fidelity Prototypes ([completed](#))

## CERTIFICATION WORK (IN DEPTH)

### Google UX Certification

#### Dynamic, Responsive UI for Websites - [Credential](#)

Completed courses around responsive web design and aligning with design principles and standards.

#### High-Fidelity Designs & Prototypes - [Credential](#)

Applied typography, color, iconography, grids & containment, negative space, emphasis, hierarchy, unity, variety, gestures & motion, and Gestalt principles to mockups. Created a design system, sticker sheet, and utilized Material Design. Practiced giving and receiving feedback, iterating, design documentation, and developer hand-off.

#### UX Research & Testing Early Concepts - [Credential](#)

Conducted, analyzed, synthesized, presented, and implemented research from usability testing. Built research plans, affinity diagrams, and insight presentations. Explored KPI's, methodologies, participant selection, scripting, best practices & privacy, and patterns in data.

#### Wireframes & Low-Fidelity Prototypes - [Credential](#)

Created storyboards, sketches, and low/mid fidelity wireframes to come up with solutions for users needs. Created goal statements, user flows, prototypes, and explored information architecture, ethical and accessible design, and how Gestalt principles apply to design.

#### Empathize, Define, & Ideate - [Credential](#)

Empathized with users to understand needs, developed problem statements, and ideated to solve user pain points. Created journey maps, competitive analyses, personas, user flows, empathy maps, and user stories. Explored accessibility like inclusive and universal design, research biases & methods, and psychology in design.

- Design Process: Empathize, Define, Ideate ([completed](#))
- Foundations of User Experience ([completed](#))

## UNIVERSITY COURSES

### UX & Product Design

- Integrative Studio I, II, & III
- Studio Elements I, II, & III
- User-Centered Design
- Psychology & Behavior

### Coding & Gaming

- Web Authoring (HTML/CSS)
- Introduction to Javascript
- Introduction to Java
- Introduction to Python
- Game Design (Unity)

## AFFILIATIONS

### Interaction Design Association

UW Bothell - 2020

Advanced the discipline of Interaction Design through individual initiative, contribution, sharing, and self organization.

### Hour of Code

South Seattle College - 2019

Used HTML & CSS to create websites from scratch.