Chandler Hall
UI/UX Designer

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Experience

The Home Depot

UX Designer II | March 2022 - Present

Leads UI/UX design for entire in-store returns application for all 2,000+ stores. Collaborates with UX research team to guide UI designs through both qualitative and quantitative data. Influenced new pilot application direction and process to focus on end user's pain points and expectations.

Capgemini

Senior UX Consultant | January 2022 – March 2022

Redesigned the entire Point of Sale application for one of the largest restaurant groups in the US with over 1,800 locations nationwide. Process included stakeholder interviews, in-person observations & interviews, personas, and journey maps. Created high fidelity prototypes for both enterprise and restaurant facing POS. Worked with multiple brands to find pain-points and create solutions that all brands were excited for.

User Experience Consultant II | April 2021 – December 2021

Managed two development teams while designing key enhancements to an existing product. Delivered UI improvements for a client that increased user confidence for over 450 users. Selected to assist multiple sales efforts with various companies. Provided training to Digital Interactive practice on Adobe XD skillset.

User Experience Consultant | February 2020 – March 2021

Led design process from user interviews, to personas, to interactive prototypes in Adobe XD for one of the world's largest consumer product goods companies. Reduced total number of screens needed in the new application by 67%.

Education

Georgia Institute of Technology | Atlanta, Ga

B.S. Computational Media (Interactive Media & Experimental Media Threads)
December 2019 – GPA 3.69 – Dean's List, Highest Honors

Certifications

Build Better Product with a Human-Centered Product Backlog

SAP | 2021 – No Expiration Date

Professional Scrum Master I (PSM I)

Scrum.org | 2020 – No Expiration Date

Adobe Certified Associate

Web Communication using Dreamweaver CS5
Adobe | 2014 – No Expiration Date

Skills

Design

User Experience (UX) Design
User Interface (UI) Design
Interaction Design
Visual Design
Game Design
Prototyping
Wireframing
Style Guides

Research

Heuristic Evaluations
Storyboarding
Personas
Usability Testing
User Interviews
Journey Mapping

Tools

Adobe XD
Figma
Illustrator
Sketch
HTML 5
CSS
Java
Unity Engine

Communication

Facilitating Design Sprints
Project Management
Presentations
Scrum / Agile