## **MORGAN BROACHA**

## **UX DESIGNER**

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2022-2023 SENIOR PRODUCT DESIGNER I create experiences for underrepresented SLINGSHOT AEROSPACE users, with an emphasis on ethical design. Lead designer of space industry's first collision avoidance software, utilized by 60% of the active satellites in space. Worked with astrodynamics engineers at SpaceX and OneWeb to develop communication patterns between satellites and human operators. WHAT I DO Co-created company's branding and design system. Interaction Design 2018-2022 SENIOR UX DESIGNER Wireframing TURNITIN **Digital Prototyping** Lead designer for Turnitin's first linguistic machine learning platform. Physical Prototyping Responsible for end-to-end research, ideation, and user testing. **User Research** Designed Gradescope's first mobile app for online grading. Storyboarding Visual and animation designer for the company design system. A/B Usability Testing Conducted focus groups and usability studies with the world's leading experts on academic contract cheating. **Product Management** Animation 2018 **UX DESIGNER** Visual Design EATON | CMU CAPSTONE Lead prototype designer for natural disaster response technology. Conducted user research onsite in Puerto Rico to identify gaps in disaster WHAT I USE planning and response. DESIGN Genereated wireframes and prototypes for validation testing with first responders. Adobe Illustrator Defined mobile and web user interactions based on user testing. Adobe InDesign Adobe Photoshop 2015-2017 **BUSINESS ANALYST** Balsamiq VITECH Figma Designed the first integrated CRM workflow for the State of Wisconsin. InVision Developed A/B testing protocols of SaaS products with end users. Sketch Managed agile design sprints with government clients and a remote engineering team. CODE HTML/CSS 2018 **CARNEGIE MELLON UNIVERSITY** Javascript MASTER OF HUMAN COMPUTER INTERACTION Framer 2012 ANIMATION UNIVERSITY OF PITTSBURGH Adobe After Effects **BACHELOR OF ARTS IN CHINESE** BACHELOR OF ARTS IN ECONOMICS Principle