

Dexter Washington

Founder and Lead UX/UI Designer

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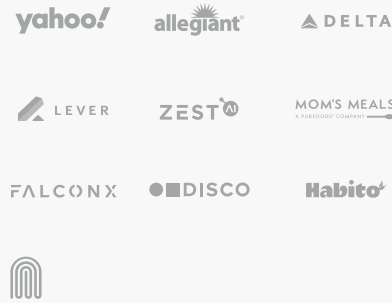
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Tools

- Figma
- Webflow
- Wordpress
- Asana
- Jira
- Adobe XD
- Adobe Creative Suite
- Wordpress
- Miro
- Notion
- ClickUp

Clients



Professional Summary

As a Lead UX/UI Designer with 5+ years of experience and vast knowledge in development platforms both code and no code such as Webflow, team leadership, and high-level communications between stakeholders and cross-functional teams. I have a proven track record of elevating businesses to new heights through expertly crafted UI experiences with an approach that seeks growth results. Looking forward to working with you!

Experience

JULY 2023 - PRESENT

Lead UX/UI Designer

Juniper Networks

Being Lead Designer at Juniper Networks, I help create a design-centric culture on the web experience side by introducing design ops & design systems thinking. I'm currently one of Juniper's first In-house designers. At Juniper, I implement net new web experiences that meet Juniper's marketing goals and set standards for what their web experience should be.

My project tasks include conducting user research, creating design systems, creating wireframes, creating prototypes, leading design presentations for stakeholders, report to marketing leaders to review and approve, managing expectations of the project and keeping it moving forward with the scrum master.

MARCH 2020 - PRESENT

Founder & Lead UX/UI Designer

Crafted Studios

Being Lead Designer at a award winning design studio Crafted Studios, i've designed websites, design systems, and interfaces for startups in like FalconX (rated fastest growing Crypto startup in 2021), Zest Ai, Yahoo, Lever, Allegiant Airlines, Delta, Mom's Meals, Ghost Locomotive, and many more startups and enterprises worldwide. I lead a small design team to work with clients to bring high level results that result in business growth, product signups, conversion increases, and more.

My project tasks include conducting user and customer research, creating design systems, creating wireframes, creating prototypes, leading design presentations for stakeholders and marketers to review and approve, facilitating tasks to development teams, and managing expectations of the project and keeping it moving forward through PM methodologies as I lead a full-cycle creative team.

JUNE 2021 - SEPTEMBER 2022

Lead User Interface Designer

Lever

As a Lead UX/UI Designer working with Lever, a prominent software company specializing in talent acquisition and recruitment solutions, I played a pivotal role in designing and enhancing the user experience of Lever's career boards as they pertained to their clients career web experiences. Over the course of my tenure, I worked closely with a multidisciplinary team of engineers and product managers to create user centered and visually appealing interfaces that enabled and changed the way candidates interacted with job listings as Lever powered the backend technology.

SEPTEMBER 2021 - DECEMBER 2022

Design Lead

FalconX

As the Lead Designer at FalconX, a leading software company focused on institutional crypto trading. I have been in charge of designing solutions that help the FalconX team break communication barriers and creating user-focused web journeys. I worked closely with cross-functional teams and played a key role in shaping the company's effective web presence and generating new signups and converting national new coverage to the FalconX product suite.

Skills

- UI Design
- User Experience (UX)
- Style Guides
- Market Research
- HTML & CSS
- Wireframing
- End User Research
- E-Commerce
- Effective Time Management
- Stakeholder Management
- Project Management
- Teamwork & Collaboration
- Critical Thinking & Curiosity
- Presentation
- Strategy & Leadership
- Feedback & iteration