

Andrea Wilhelm

UX LEADER

Contact

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Process

Strategy
User Research
User Testing
A/B Testing
Site Analysis
Design Studio
Wireframing
Prototyping
UI/Visual Design
Animation
Data Analysis

Tools

Sketch & Invision
Proto.io / Principle
Adobe XD
Photoshop
Illustrator
Balsamiq
Whiteboard, Paper
Tobii
HTML/CSS / SQL
Omnigraffle

Education

UX Management Cert.
Nielsen Norman (*in progress*)
UX Design Cert.
General Assembly
B.A. Creative Writing,
music
Miami University

Experience

ADP Senior Enterprise UX Design Strategist 2/2017-present

- Design and redesign website that hosts company wide design patterns, style guide, and UX guidance
- Curate design for over 100 UI patterns, supporting 200+ products in a shared design language, including leading research and innovation labs
- Expand pattern library to support accessibility (WCAG AA), mobile, voice, and responsive designs
- Lead effort to update all patterns to newer, more modern look and feel in collaboration with innovative product teams, increasing product adoption to standard
- Manage expanding library of patterns, best practices, language guidance, and DSM

Beginex UX Career Coach 1/2017-present

- Mentor students in weekly and one-on-one sessions, panels, workshops, and education sessions
- Created curriculum for 13 week design bootcamp

Freelance UX Designer 10/2016-2/2017

Spremo Software QA Analyst 3/2016-10/2016

Epic Healthcare Software 6/2011-1/2016

Enterprise UX Program Creator and Coordinator

- Shifted company toward Design thinking and Agile processes
- Created UX process for 10,000 person company, identifying, educating, and managing 130 application leaders, leading company to #1 in KLAS Usability rating
- Designed UX tracking website, leading to ISO-9241 certification

Application UX Leader, Strategist, and Researcher

- Designed, researched, or led UX on over 60 projects, including collaboration with cross-product teams
- Created research methods that encouraged quick and "guerilla" style feedback, as well as method for working with hospitals to hold recurring meeting with patients about products
- Created UX and project management process that increased UX testing on projects 400% and increased usability and usefulness of product
- Created shared design team across 4 patient-facing products for shared design, language, and process
- Grew UX team on application from 2 to 10 members