

# Conor Marley

conor@conormarley.com  
conormarley.com

## Skills

### Research

User Personas  
Wireframing  
Prototyping  
User Interviews

### Design

Sketch  
Adobe XD  
Photoshop  
Figma

### Development

Jira  
Balsamiq  
MS Office  
Google Suite

## Education

### Purdue School Of Engineering And Technology, IUPUI Class of 2019

BS in Computer and Information Technology, Minor in Philosophy

Core Courses: Prototyping for Interactive Systems, User Interface/Experience Design, iOS Development, Advanced Web Development  
Cumulative GPA: 3.33

## Experience

### Product Designer CourseNetworking

November 2020 – Present

- Led user interface design with wireframes, user flows, and prototypes
- Managed all user research with user interviews and usability testing
- Facilitated release schedule by prioritizing user needs and requirements
- Collaborated with product managers, developers, and QA team on testing

### Junior UX Designer CourseNetworking

January 2019 – November 2020

- Led the research, design, and launch of mobile UI redesign with Sketch
- Defined user needs and journey through the CourseNetworking site
- Conducted user interviews in groups and one-on-one
- Designed and performed testing for the mobile progressive web app.

## Projects

### OpenMW Mobile UI Open-source

[conormarley.com/openmw/](https://conormarley.com/openmw/)

Researched, designed, wireframed, prototyped, and tested the mobile interface. Prototyping and testing were performed with Adobe XD

### CourseNetworking Mobile Redesign CourseNetworking

[conormarley.com/v5/](https://conormarley.com/v5/)

Redesigned learning management software mobile site with aims towards user-centered mobile design. Adobe XD and Photoshop were used to create prototypes and wireframes.