

Sylvia A Lowden

sylvia@smartywomyn.com | 408-368-6394 | <http://www.smartywomyn.com/portfolio.html>

Highlights

- 3+ years front-end web development
- 10+ years UX research/design and prototype development
- Extensive knowledge of HTML5/CSS3, SASS/LESS, Bootstrap, modern Javascript e.g., AngularJS, Node.js, GitHub and build stacks.
- Expert knowledge of UI/UX principles, information architecture, responsive design
- Experience with Swift/iOS development using Google APIs

Experience

UX Consultant/prototype developer, Santa Barbara, CA

2014 - Present

UX consultant and individual contributor conducting user research, creating wireframes and interactive prototypes for personal-cloud applications, Hadoop performance technology, network monitoring and financial for the following companies. Regularly used wireframe and prototyping tools such as Sketch/Flinto, Bootstrap and HTML5/CSS3.

- Respect Network
- Concurrent
- LogicMonitor
- Portfolio Quest

Owner/Web Developer

Smarty Womyn, Santa Barbara, CA

2013 – Present

Creator of online retailer selling t-shirts, posters and calendars, highlighting notable women in science and technology. www.smartywomyn.com

- Design t-shirts, posters and calendars.
- Create/maintain website using Bootstrap and HTML5/CSS3.
- Conduct outreach at events such as Maker Faires and SpaceFest.

Programming Teacher

Girls Who Code, Los Angeles, CA

Summer 2016

Lead class of 20 high school girls through the Summer Immersion Program of Girls Who Code. We were sponsored by the USC Marshall School of Business and hosted five+ speakers from industry in addition to our work with the following programming languages.

- Python/Pygame
- Arduino/C++
- HTML5/CSS3/Javascript

Product/UX Manager, CourseWork

Stanford University Libraries, Palo Alto, CA

2012 – 2014

Manage all aspects of Stanford's internal learning management system (LMS) including user experience and user support.

- Developed product roadmap and prioritized features in an Agile environment.
- Conducted user research and interaction design for web and mobile presentation of product used by faculty and students.
- Designed and coded new landing pages for CourseWork using Bootstrap and Angular.js.
- Worked within legacy technical infrastructure to tease out as many technological advancements as possible.

Manager, UX Research and Design

OCLC, Inc., San Mateo, CA

2008 – 2012

Manage multi-disciplinary team conducting user research and interaction design for web and mobile applications used by library staff, academic researchers, library patrons and the general public. Worked remotely and in San Mateo, CA, office.

- Created a UI Cookbook containing re-usable UI patterns and Javascript widgets to be implemented throughout all modules of multiple projects. Allowed faster, more consistent implementations.
- Lead user research and design of consumer interfaces, such as WorldCat and the new WorldShare cloud-based library management system, covering mobile, tablet and desktop.

Education

Full-Stack path in progress – CodeAcademy

Coursework at school of Film/TV Production – DeAnza Community College

BS Electrical Engineering Technology – Purdue University