

LORI DOLBY

UX/UI Designer

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EXPERIENCE

Public Partnerships, LLC / User Experience & User Interface Designer

Sept 2012 - Mar 2020, Boston, MA

- Worked with business team to define requirements and design for online enrollment tool, overhauling enrollment process and boosting revenue
- Collaborated with business team and IT programmers to create a budget calculator; defined requirements, designed tool, and oversaw usability, flow and design from beginning to end; provided easy way for disabled adults to track spending
- Led modernization of service accessibility by designing mobile app for providers and disabled people resulting in boosted accuracy and customer satisfaction and increased company revenue
- Spearheaded and executed massive task to create consistent visual design for an old central system, improving long-problematic usability and making ADA compliant
- Collaborate closely with the Marketing team to ensure adherence to our branding guidelines
- Work closely with Product, Design and Engineering to streamline design solutions and manage products from start to finish.
- Partnered closely with IT programmers to assist front-end programming
- Worked with marketing team and provided content, logos and mockups for demos, videos and website

Press Ganey Associates / User Experience & User Interface Designer

Jan 2010 - Sept 2012, Lexington, MA

- Executed process to move patient surveys for hospitals across the country from paper to online, for better measurement of results and ratings
- Designed and built dashboard for health industry administrators to track and analyze outcome results
- Coordinated with other UX/UI leaders to maintain design consistency

Sea Education Association (SEA) / Web and Print Manager

Sept 2004 - Jan 2010, Woods Hole, MA

- Created marketing material and SEA's school catalog
- Coordinated design, development and launch for SEA's website
- Lead a team of web designers, programmers and content writers for SEA's online presence.
- Maintained and updated SEA's website

Woods Hole Oceanographic Institution (WHOI) / Web Designer, Researcher

Apr 1994 - Sept 2004, Woods Hole, MA

- Designed and developed websites for major scientific research institution
- Created User flows, wireframes, and developed structure/flow for website
- Developed wireframes, prototypes and perform user research and testing
- Led the team on usability; testing and analysis of results

SKILLS

Design

User-Centered Design

Visual Design

Interaction Design

Responsive Design

Low to High Fidelity Design

Prototyping

Mobile Design

Programming

HTML5

CSS3

Javascript

TOOLS

Photoshop

Illustrator

InDesign

Dreamweaver

Sketch

InVision

Visual Studio

EDUCATION

University of Maine

Orono, ME

MS Geographic Information Systems

University of Pittsburgh

Pittsburgh, PA

BA Art

The Elements of User Experience

Adaptive Path Event

New York City

Nielsen Norman Group

Usability Week

New York City