DANIELLE HIBBS

SENIOR UX PRODUCT & UI DESIGNER | PRINCIPAL GRAPHIC DESIGNER

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TOOLS

Figma
Photoshop
InDesign
Illustrator
Final Cut Pro
After Effects
Premiere Pro
Glowforge
Formlabs

LOCATION

Current:
Western WA, USA

Open To:
Remote
Hybrid
On-site
Relocation in WA

SKILLS

User Interface Design (UI)
User Experience Design (UX)
Visual Design
User Experience Research
A|B Testing
Wireframing
Prototyping
Redlines
AAA Accessibility
Art Direction
Graphic Design
Creative Management
Brand Development
Brand Guidelines
Print Production
Consumer Package Design
Illustration
Image Manipulation
Conceptual Design

AWARDS

Featured on Forbes.com
2019 Magic: The Gathering | WotC

Nevada Press Association Awards
2nd Place - Best Multi color Ad

Nevada Press Association Awards
2nd Place - Best Large Ad

Nevada Press Association Awards
3rd Place - Best Large Ad

EDUCATION

B.S. of Science, Graphic Design
Art Institute of Las Vegas

CURRENT
2024

MICROSOFT | *24 Seven Talent*
VISUAL DESIGNER & SENIOR UX DESIGNER

2023
2022

PROBABLYMONSTERS ⧉
SENIOR UX PRODUCT & UI DESIGNER [REMOTE]
Laid off due to macroeconomic conditions; Not performance related
- Designed UX & UI for Nexus; ProbablyMonsters internal software
- Established UI Visual Design Process
- Launched a complete software in under 17 months [Nexus team]
- Created full branding suite for Nexus, Development Framework, & Amplifier
- Designed UI for Component Library based on Nexus branding
- UX for Checkpoint Tracker - studio tool to upload game assets & track their timeline
- UX for Portfolio and Details Pages - showcase suite of projects & studio information
- Worked on ProbablyMonsters corporate rebrand
- Created game pitch designs and assets

2022
2020

MICROSOFT | *Murphy & Associates* ⧉
SENIOR UI|UX DESIGNER [REMOTE]
Visual Studio, Devblogs, Devcom, & VSS - 2 Year Contract
- Reduced Technical Tickets by 60% after UX & UI redesign
- Reduced Customer Service Calls by 40% after UX & UI redesign
- Improved FAQ experience for customer self help
- Consolidated VisualStudio.com pages eliminating redundant customer journeys
- Increased downloads by eliminating UX software type download confusion
- Added search & filter capabilities to Devblogs.com
- Redesigned the Technical Ticket submission form improving customer data upload

2020
2019

EL1 SPORTS | *Los Angeles Dodgers Elysian Park* ⧉
SENIOR GRAPHIC DESIGNER & UI|UX DESIGNER

2019
2019

FUNKO GAMES | *Freelance Project "The Shining Board Game"*
SENIOR GRAPHIC DESIGNER

2019
2017

MAGIC THE GATHERING | HASBRO | *Robert Half* ⧉
DESIGN MANAGER & SENIOR GRAPHIC DESIGNER
Magic: The Gathering | Transformers | Dungeons & Dragons - 2 Year Contract
- Hired, Managed, and Mentored a team of graphic designers
- Distributed projects to designers & managed their progess, quality & timeline
- Cultivated a healthier relationship between internal, external employees & vendors
- Designed Challenger Decks 2019 Packaging & Branding
- Designed branding & packaging for Ultimate Masters 2019
- Contributed UI assets for Magic: The Gathering Game App character screen
- Designed UX & UI for Transformers Card Game website

2017
2012

TOYSMITH ⧉
SENIOR GRAPHIC DESIGNER & UI|UX DESIGNER

2012
2011

RANDYS RING & PINION ⧉
GRAPHIC DESIGNER

ADDITIONAL EXPERIENCE ON LINKEDIN ⧉