Angela Stewart

UX/UI Designer | Spokane, WA

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Portfolio: Link | Linkedin: Link

Professional Summary

Creative designer with a background in fine arts, interior design, and UX/UI design. Skilled in combining visual design, user-centered thinking, and problem-solving to create clear, engaging customer experiences. Brings experience in branding, digital design, content development, and translating complex information into approachable visual communication.

Skills

UX/UI Design: User research, usability testing, information architecture, interaction design, wireframing, prototyping, user flows, accessibility

Visual Design: Typography, color theory, visual hierarchy, layout, branding

Tools: Figma, Adobe Creative Suite, VS Code, GitHub, AI-assisted workflows (ChatGPT, Claude)

Front-End: HTML, CSS

Education

B.S. User Experience Design
Western Governors University | Graduated 2026

- User research and usability principles, wireframing and prototyping in Figma.
- Visual design and basic Adobe tools
- Information architecture and interaction design, and accessibility fundamentals
- Business coursework including marketing and project management

Work Experience

Interior Designer
MasterCraft Design Inc
Jan 2024 – Jan 2025 | Manassas, VA

- Created detailed 3D renderings, layout plans, and visual presentations using 2020 Design and Microsoft Office to communicate complex design concepts and project requirements.

- Collaborated with clients in person and remotely to gather requirements, understand project goals, and translate needs into functional design solutions through clear documentation and visual communication.
- Managed project timelines, documentation, vendor coordination, and issue resolution, identifying root causes and implementing practical solutions to keep projects on schedule.

Design Consultant
Conestoga Tile
Jan 2023 – Jan 2024 | *Sterling, VA*

- Guided clients through material, color, and layout selections by developing visual concepts that balanced aesthetic goals, functionality, and project requirements.
- Collaborated with clients, designers, installers, and builders to develop cohesive design solutions, producing clear visual plans and specifications that supported project execution and communication across stakeholders.

Interior Designer
Modsy
Oct 2021 – Jan 2023 | *Remote*

- Translated client requirements and design briefs into visual concepts using 3D rendering software, applying principles of layout, hierarchy, color theory, and user-centered problem solving.
- Managed 25+ concurrent client projects, balancing deadlines, revisions, and stakeholder expectations while maintaining accuracy, organization, and timely delivery in a fast-paced remote environment.
- Refined design solutions through iterative feedback cycles, improving clarity, usability, and alignment with client goals, project constraints, and user needs.