

Rebekah Champa

SENIOR UX DESIGNER

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PROFESSIONAL EXPERIENCE

Arrive Logistics • Austin, TX

Senior UX Designer, Dec 2022 - Present

This role has allowed me to grow into a designer that looks at the product design process holistically and lead it from beginning to end on multiple projects.

Beginning with thoughtful and deliberate research & discovery techniques, detailed documentation & process mapping, to high-level visioning, stakeholder management, asset creation, prototype production, and dev handoff & support, this role has empowered me to become a trusted subject matter expert in interaction and experience design for enterprise tools.

UX Designer, Mar 2021 – Dec 2022

My primary focus in this role was internal software for our Business Development Reps and Carrier Reps, improving their day-to-day processes, discovering efficiency gains, and cutting costs for the business while promoting employee retention with the implementation of thoughtfully designed workflows.

Zulily • Seattle, WA

UX Designer (Customer-Facing, B2C), Jul 2020 – Feb 2021

During this time I worked across multiple squads to create impactful app and website features and interactions for our target customer, improved current customer flows and features, made our shopping experience simpler and more engaging for customers, as well as contributed to our design system and component library for better efficiency for the whole team.

UX Designer (Enterprise, B2B), Aug 2019 – Jul 2020

In this role I designed complex enterprise tools used for our internal buyers and vendor partners, worked to understand our internal users and their processes to design effective data visualization and information architecture, showing product data and performance, sales history, and other metrics for evaluation and analytics.

Results included a 55% reduction in time taken for buyers to curate events and other efficiency gains as well as reduced internal turnover!

SKILLS

Design

User Experience (UX) Design, Ideation, Wireframing, Interaction Design, Interface Design (UI), Prototyping, Mock-ups, Design Systems and Component Libraries, Style Guides, Responsive Web Design, Mobile Applications, (iOS and Android), Journey Mapping and Creating Personas, Flow Charts, ADA Accessible Design Standards, Dashboard Design, Enterprise Software, Data Visualization

Team

Organizing & Leading Workshops, Self-Starter, Detail-Oriented, Flexible & Agile, Training, Coaching & Development, Culture of Learning & Experimentation, Team Leadership, Communication & Collaboration

Research

User Interviews, Field Studies, Time Studies, Surveys, User Testing, UAT, A/B Testing, Card Sorting, Story-mapping

Tools

Figma, Sketch, Adobe XD, Miro, Marvel, InVision, Abstract, Zeplin, Photoshop, Illustrator, Adobe Creative Suite, Jira & Confluence

EDUCATION

Master of Fine Arts (MFA) in Media Design • Full Sail University, 2017 - Valedictorian

Bachelor of Arts (BA) in Communication • Thomas Edison State University, 2013

See my full work history on [LinkedIn!](#)