

# Mariah Foerster

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## SUMMARY

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Creative and detail-oriented UX/UI Designer with 5 years of experience crafting accessible, engaging digital experiences for web, mobile, and VR. Skilled in user research, prototyping, and responsive design, with a strong foundation in front-end principles. Adept at building design systems, leading user-centered design processes, and collaborating cross-functionally with developers and stakeholders. Familiar with motion design and animation to support intuitive interactions and guide user behavior.

## WORK EXPERIENCE

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### User Experience/User Interaction Designer – Freelance Consultant

*Remote | Jan 2020 - Present*

- Designed responsive mobile and web products.
- Built scalable design systems in Figma to maintain consistency across products.
- Led user research, testing, and iterative design cycles to validate decisions.
- Developed user flows, wireframes, and high-fidelity prototypes with accessibility in mind.
- Collaborated with developers and product managers to ensure seamless handoff and execution.

### Virtual Reality UX Designer and Researcher - Utah Valley University

*Orem, Utah | Dec 2020 - Dec 2022*

- Conducted user research and usability testing to inform interaction design improvements.
- Collaborated with faculty and developers on cross-disciplinary design objectives.

### Life Enrichment Manager and Concierge - Sunrise Assisted Living

*Sandy, Utah | Nov 2019 - Aug 2021*

- Designed engaging, resident-centered activity programs based on user needs.
- Collaborated with staff, residents, and families to improve satisfaction and daily experience.

### Seasonal Swim Coach – Sandy City

*Sandy, Utah | Summers 2019 - 2024*

- Designed and built training plans tailored to individual and team skill levels.
- Mentored athletes on goal setting, discipline, and teamwork in a positive environment.

## EDUCATION

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Utah Valley University - Orem, Utah

- Master of Science, Applied Artificial Intelligence (*In Progress*)
- Bachelor of Science, Web Design and Development
- Certificate of Proficiency, Information Technology

## SKILLS

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**Design & Research:** User-Centered Design · Prototyping · Wireframing · User Flows · Usability Testing · Accessibility · Design Systems · Interaction Design

**Tools & Technologies:** Figma · Adobe Creative Suite · Sketch · Affinity Suite · HTML/CSS/JavaScript (basic) · Python (basic) · Motion Design Principles

**Collaboration:** Cross-Functional Teams · Developer Handoff · Stakeholder Communication · Project Planning · Agile Environments · Problem Solving