



Molly Murphy

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Experience

Interaction Designer

Palo Alto CA, July 2014 - Present

Idean

- + Currently collaborating on enterprise tools across devices for various industries
- + Previously spent nine months on-site full-time at a client. Designed two applications for one of the largest, multinational information technology companies that leads in the design of consumer electronics, computer software and hardware. Designs were delivered in sprints; working with numerous cross-functional business groups and engineering, with user's needs tempered by development constraints. Products were brought to fruition after undergoing accessibility, QA and onboarding considerations. Collaborated with other interaction designers to conduct user research and concept validation; Additionally, produced prototypes and function spec wireframe deliverables.

Assoc. Interaction Designer

San Francisco CA, November 2013 to July 2014

One Kings Lane

- + Assisted in the development of high-level detailed storyboards, mockups, user flows and prototypes to effectively communicate interaction and design ideas within an internal team and cross-functional partners - for both enterprise and consumer facing products
- + Worked collaboratively with other designers, product managers, engineers, merchandisers and buyers to contribute to hypothesis driven designs
- + Assisted in the product pixel perfect red-lines and asset production for all devices

Interaction + Visual Designer

Cambridge MA, December 2012 to November 2013

Growth Spark

- + Collaborated with a dynamic group of strategists, designers and technologists with a shared passion for using pixels on the internet to solve business problems. Clients ranged from startups, to Harvard and Continuum Innovation
- + Created user flows, information architecture, wireframes, prototypes, visual identity, content style guides, and polished visual design for web and mobile experiences.
- + Supported business development initiatives through inbound and outbound marketing, A/B testing, analytics and research. Assited with digital strategy deliverables.

Product Designer

Cambridge MA, September 2012 - December 2012

Startup Institute

- + A co-op program and an immersive experience in Boston's technology ecosystem, particularly in the areas of digital and application product design and development; Focused on user-centered design as well as front-end development. The program culminated with a collaborative capstone project, as well as an individual presentation at Harvard iLab
- + Assisted a startup (Mapkin) as an Interaction/Product Designer throughout and following the program, which was subsequently launched in the app store

Education

BFA Industrial Design, Minor in Graphic Design

Boston MA, September 2008 -May 2012

Massachusetts College of Art + Design

The Industrial Design program at MassArt taught me the design process through lens of product design - a blending of form, aesthetics, usability, user ergonomics, engineering, marketing, and brand development.

Knowledge

- + User-centered Research
- + Rapid Iterative Testing / Concept Validation
- + Information Architecture
- + Wireframing & Prototyping
- + Style Guides and Branding
- + Adobe Illustrator, InDesign, Photoshop
- + Sketch - Bohemian Coding
- + Pixate & Invision
- + HTML, CSS, JavaScript, jQuery
- + Learning Framer.js and Quartz Composer
- + Paper, pen, marker, whiteboard and post-its