

# TYMIRRA SMITH

PRODUCT DESIGNER

## CONTACT

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## EDUCATION

### M.S HUMAN-COMPUTER

#### INTERACTION

Georgia Tech - May 2023

### B.S INDUSTRIAL DESIGN

Georgia Tech - August 2020

## SKILLS

- User - Centered Design
- User Research
- User Experience
- Rapid Prototyping
- User Testing
- Design Thinking
- Visual Design
- Design for Manufacturing
- Branding

## TOOLS

- Figma
- Illustrator
- InDesign
- Premiere Pro
- After Effects
- Adobe XD
- Fusion 360
- Photoshop
- Adobe Creative Suite

## OBJECTIVE

UX designer striving to use technology and user centered design to create accessible and engaging customer experiences.

## WORK EXPERIENCE

### UX CONSULTANT

Service Master | Nov. 2020 - Current

- Collaborating with UX team to design and conduct user research interviews with 40+ Service Master franchisees about their current business intelligence platforms.
- Synthesizing data collected from these interviews generating presentations for findings and process updates throughout the business intelligence redesign project.

### TOY DESIGNER

Brown Toy Box | 2020-2021

- Conducted market research and used data to create innovative toys to start the company's first toy line based on their unique characters.
- Designed and iterated upon design ideas until they were approved, and then created all necessary documentation for manufacturing.
- Presented progress and research weekly to key company stakeholders, including the founder and CEO.

### FOUNDER / INDUSTRIAL DESIGNER

Steminista Collective | 2020 - Current

- Continuing my senior capstone project as a startup company with the mission of exposing young girls to STEM careers.
- Work as the lead product designer designing and manufacturing product ideas
- Conduct customer research with key stakeholders throughout the process.

### GRADUATE RESEARCH ASSISTANT

CodeCraft Lab @ Georgia Tech | 2021 - Current

- Conduct research through co-design workshops and structured interviews with research participants.
- Design and fabricate engaging educational materials using craft based materials such as paper, tape, and cardboard.
- Work with lab director to continuously revise activities and teaching materials for research workshops.

## PROFESSIONAL DEVELOPMENT

### EVE ROBOTICS

Lead Mentor | 2018 - 2021

- Lead students through the design and fabrication process of their robot by aiding them in applying mechanical engineering principles to solve game challenges.
- Teach students design and marketing principles to improve their overall team branding from robot to team uniforms.
- Conduct weekend workshops for team members.