DOUG DUSSAQ
UX Designer

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WORK EXPERIENCE

UX Designer / Wynn Las Vegas — February 2023 – Present

- Key contributor and designer on multiple large projects that touched all areas of the business and across all digital platforms.
- Collaborate with product managers, developers, and stakeholders to design and implement user-friendly digital experiences across multiple platforms.
- Develop wireframes, prototypes, and user flows to effectively communicate design concepts and solutions.
- Create visually appealing and engaging interfaces that align with Wynn's brand identity and style guide.
- Conduct usability testing and iterate designs based on user feedback to continuously improve the user experience.
- Ensure accessibility and compliance with industry standards and regulations, including ADA compliance.
- Manage multiple projects and priorities simultaneously, effectively prioritizing and meeting deadlines.

UX Designer / APIS Productions — June 2022 – February 2024

- Designed web and app-based products from sketching through shipping for companies within the insure-tech industry.
- Created responsive, user-centered website and application designs using UX & UI best practices to meet the needs of end users and stakeholders.
- Worked closely with CEO, engineering partners & web developers to create exceptional user experiences.
- Identified user pain points and addressed necessary changes to increase product usability.
- Created high fidelity wireframes and prototypes to present to stakeholders.

Teacher / Helman & Oak Grove Elementary — 2014 –2022

- Designed curriculum and lesson plans to optimize student learning.
- Enhanced student learning by optimizing a wide range of instructional approaches, design, and innovative classroom activities.
- Evaluated and revised lesson plans and course content to facilitate and moderate classroom discussions and student-centered learning.

Graphic Designer / FASTSIGNS — 2004 – 2009

- Designed and developed display, marketing, and packaging materials to support product branding strategies.
- Worked with clients to gather and define project requirements, establish scopes and managing project milestones.

EDUCATION

Professional Diploma
UX Design
Glasgow Caledonia University
Credit Rate, UX Design Institute
Dublin, Ireland

Bachelor of Science
Elementary Education
Southern Oregon University
Ashland, Oregon

DESIGN SKILLS

UX Design
UI Design
Advanced Prototyping
UX Research
Design For Accessibility
UX for AI
User Interviewing
Interaction Design
Journey Mapping
Information Architecture
Graphic Design
Digital Art / Illustration

TOOLS

Figma, Photoshop, Illustrator, Adobe XD, Sketch, Procreate, Miro, InDesign, Confluence, Jira

DESIGN SKILLS

Communication
Collaboration
Curiosity
Empathy
Feedback
Leadership
Time Management
Active Listening
Questioning
Adaptability