PRALIE DUTZEL

UX Designer & Senior Front-End Developer

praliedutzel.com
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Skills

UI/UX Design + Strategy
Front-End Development
Design Systems Management
Responsive Web Design
Enterprise Design
Shared Component Development
WordPress Theme Development
WordPress Plugin Development
CMS Integration
HTML Email Development

Languages

HTML
CSS + Sass + Less
React + JavaScript + jQuery
PHP

Design Tools

Sketch + Zeplin
Figma
Invision
Photoshop + Illustrator

Development Tools

Node + NPM
Gulp
Git
Github Desktop + Sourcetree
Visual Studio Code + Sublime Text

Additional Tools

Overflow
MURAL
Jira
Trello
Asana

Experience

Design Technologist

Vrbo // Apr 2018 - Present

- Worked at the intersection between design and development for internal-facing products
- Helped coordinate communication and collaboration across UX, engineering, and product
- Created and managed a design system in Sketch for internal tools
- Built and collaborated on a set of shared components in React
- Designed technical enterprise level tools and provided additional design support on other products when needed
- Developed prototypes to showcase desired responsive behaviors and animations within products
- Assisted with production level code and mentored engineers in CSS
- Participated in user research and usability studies
- Led major documentation efforts for an internal platform team
- Created onboarding and team training materials

Freelance Web Designer + Developer

Creative Anchor // Nov 2013 - Present

- Designed and developed websites, emails, and complex user experiences for a number of clients
- Developed WordPress themes and plugins, and assisted with CMS setup, maintenance, and updates
- Created information architecture and content strategy plans
- Built wireframes and functional prototypes
- Consulted on ways to improve existing sites in terms of both the code itself and the site's performance
- Provided client training and documentation

Senior Front-End Developer

BIG YAM, The Parsons Agency // Jan 2017 - Mar 2018

- Led all front-end and email development projects
- Trained junior developers and organized dev team meetings
- Internally presented on a number of topics including Sass, Gulp, web performance, accessibility, SEO, and designing for mobile-first
- Led client training and wrote documentation on website maintenance, using HTML email templates, implementing email signatures, and more
- Provided time estimates for front-end development projects
- Built a dev resource portal for onboarding and assisted with improving our company's processes for development

Education

The University of Advancing Technology // 2009 - 2012

Bachelor of Arts in Game Design

Graduated with Honors
Magna cum Laude

Speaking Engagements

CSSDay.io // Dec 2016
The In-Betweeners of
Responsive Web Design

Awards & Mentions

PXG // 2016
Phoenix ADDY award for
responsive website design

Valley of the Sun YMCA // 2015
Phoenix ADDY award for
responsive website design

Experience Continued

Web Developer
BIG YAM, The Parsons Agency // Jun 2014 - Jan 2017
- Worked closesly with designers to build out the markup for our
  clients' websites and provided UI/UX strategy input where needed
- Developed custom WordPress themes and plugins and assisted
  with CMS integration for other platforms
- Focused on and advocated for a mobile-first approach to dev
- Architected scalable CSS solutions as part of design systems work
  in collaboration with designers
- Tested all websites across a range of modern browsers, operating
  systems, emulators, and actual devices
- Built marketing, events, and e-commerce email templates utilizing
  MailChimp's templating language and tested them in Litmus

Curriculum Developer
The University of Advancing Technology // Sep 2013 - Jun 2014
- Managed the code base for large portion of online coursework
- Maintained and provided training on code standards across the
  university's internal team and its professors
- Assisted professors with developing interesting and effective course
  materials, especially for UI/UX and game design topics

Project Manager + Lead Game Designer
Politically Incorrect Games, LLC // Sep 2011 - May 2012
- Managed a group of fifteen people across multiple disciplines while
  developing an indie game for the Xbox Live Arcade
- Organized team meetings, Scrums, and one-on-ones
- Scheduled sprints and distributed tasks accordingly across the team
- Designed the user interface for the game
- Wrote and maintained documentation for both the game's design
  and the team's resources and processes