

Sarah Banks

UX Researcher

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Portfolio: <https://www.sarahbanksportfolio>

Education

Georgia Tech, GA — UX/UI Post-graduate Certification

Dec. 2022 - June 2023

Case Studies: Dept. Homeland Security (website), Households (retail mobile app), Drawchange (non-profit).

Completed End-to-end designs including user research, UI/UX design, user testing and high-fidelity prototypes.

University of California, Santa Cruz — B.S. Cognitive Science

Sept. 2019 - June 2022

Experience

Technion | Lab Designer and User Researcher

Jan. 2025 - Present

Performed user testing for anesthesiology medical students, using interactive mannequins. Executed user testing with surgeons for new surgical tools. Gathered data from live open-heart and vascular surgeries for analyzing surgeon's process/procedures. Categorized collected data for use in the research data model. Developed 3D models of surgical tools using AR software, Reality Capture and Blender. Optimized 3D photogrammetry process by 60%. Collaborated with engineers and surgeons from Technion and Rambam hospital in Haifa.

Freelance Contractor | UX Designer

Aug. 2022 - Dec. 2024

Research/design of ecommerce portals for retail startups. Conducted user design research, performing interviews and usability tests, using OtterAI. Utilized Figma for rapid prototyping and interactive user testing. Led UX/UI design team to develop appealing, accessible applications, which helped to improve sales for client's businesses.

UCSC VR Design | UX Designer

June 2021 - Aug. 2022

Collaborated with a team of designers and researchers at UCSC where I designed UI (HUD) elements for navigating virtual reality environments. Built out a design system in Figma that could be easily handed off to our engineering team for implementation.

NASA | UX Design and Research

Aug. 2021 - Dec. 2021

Team member in a selective Nasa program, developing a design proposal for a NASA Mars lander. Proposed instrumentation for sample collection, rover landing sites and exploration paths required to meet mission goals.

IBM Accelerate | UX Designer

June 2021 - Aug. 2021

Analyzed accessibility strategies used in IBM products and identified ways to enhance the UX (used Agile process).

Tools

Figma, Mural, Miro, Adobe Illustrator/Photoshop, Sketch, Wix, Wordpress, HTML, CSS, JS, Bootstrap, jQuery, Python, GitHub, Reality Capture, Blender

Technical Skills

UX Research: User Interviews, User Testing, Competitor Analysis

UX/UI Design Methods: Double Diamond Method, User Personas, Journey Mapping, Problem Statements, Sitemaps, Wireframing, Prototyping, UX Writing

Technical: Interactive Prototyping, Coding in Python, MIPS Assembly, HTML, CSS, and Java Script