

Ashtyn Thali | UX Designer

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I'm a **sophomore UX student at Bradley University**, expected to graduate by 2028. For 3 years I have spent at college I have gained experience in User Testing, User Research, UI design, and Graphic Design. I am most experienced using **Figma, Adobe Illustrator, Photoshop, and WordPress.**

SELECTED PROJECTS:

God Games Labyrinth FUSE 2026 | Lead User Experience & Character Designer

- Created in a team of 7
- A top down 4-player maze runner created in Unity with UI designed in Figma.
- Designed Player UI, Scoreboard, Stickers, & Character sprites.

User Research Cullom-Davis Library | UX Research & Product Design

- Worked with a research team of 3 tasked with creating a product that would draw people to the Bradley Library.
- I chose to revamp the Library website to make it easier for newcomers to navigate.

2025 Caterpillar UX Design Challenge | Project Manager

- Worked with a team of 4 to design a product solution for Caterpillar employees
- Managed the work flow of our group
- Participated in User Testing/breaking down feedback

EXPERIENCE IN UX:

User Research & Testing

- I have experience crafting **surveys**, and **in-person interviews**.
- Conducted user testing with Caterpillar, Bradley Students, and more.

Personas, Empathy Maps & Journey Maps

- Crafted **surveys**, and **in-person interviews** through classes, game design projects and working alongside **Caterpillar** for the 2025 UX Challenge.
- **Designed** and crafted personas and empathy maps for class projects researching demographics.
- **Created** journey maps for game design projects and product design.

Design & Creating for a Client

- Crafted UI for students at Bradley in their game design projects.
- Collaborated with a team of 4 to design a HUD idea for the **Caterpillar UX Design Challenge**
- **Created websites using a design system for Bradley**
- Designed Websites with Figma and Wordpress

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UX DESIGNER | RESUME 2026