

Hannah Sherwood

Seattle, WA / 206.963.6878
sherwoodhp@gmail.com

About Me

Multidisciplinary product designer with five years of experience in discovering customer needs and crafting useful, usable solutions. Extensive experience working with cross-disciplinary teams in both remote and office environments. Currently working on AI and ML products.

UX Skills

User Research	Surveys, customer interviews, and personas.
Strategy	Platform research, competitive analysis, and requirements analysis.
IA	Card sorts, tree tests, site maps, and user flows.
UI Design	Sketching, wireframing, and prototyping.
Usability Testing	Planning, facilitation, analysis, and recommendations.

Tools

Adobe Creative Cloud | Axure | Optimal Workshop | Pen & Paper | Sketch

Work Experience

Filter Digital
Seattle, WA
July 2017 – present

Design Researcher
Work with Microsoft's Fuse Labs design team on qualitative research projects related to Microsoft's AI and Machine Learning product offerings. Key responsibilities include:

- Plan and conduct research studies.
- Write reports to communicate research findings.
- Work with designers and PMs to ensure research insights inform product decisions.

SMITH
Seattle, WA
Dec. 2013 – July 2017

User Experience Architect
Worked with clients to design world-class web and application solutions. Key projects included:

- Lead UX work for an academic intranet project, including card sorting and tree testing with students and faculty; production of an interactive prototype; usability testing; and design support during development.
- Lead UX work for an international B2B e-commerce website redesign, including usability testing, site architecture overhaul, and production of an interactive prototype.
- UX work for an enterprise productivity tool, including leading a user research effort consisting of user observations and interviews, creating the site architecture, and designing the user interface.

Microsoft
Redmond, WA
June 2012 – Sept. 2012

User Experience Design Intern
Drove early UX work for Cliplets, a Windows 8 application for creating cinemagraphs. Worked with Bill Buxton to update the Buxton Collection, a digital exhibit of input and interactive devices.

Education

University of Washington
Seattle, WA
June 2013

MS in Information Management / GPA 3.94
Focus on UX design, interaction design, information architecture, and HCI.

Grinnell College
Grinnell, IA
May 2009

BA in English / GPA 3.72
Focus on literary and critical theory and analysis of English literature.