

# Frederick Hahn

## Summary

I am an experienced UX designer well versed in user-based designs researched to enhance user interactions. I specialize in and enjoy curating client and customer journeys developed using both market trends and customer feedback with an eye toward pleasing visual design. I am an excellent communicator with the ability to work cross-functionally across all levels of an organization.

## Contacts



[frederickhahn@gmail.com](mailto:frederickhahn@gmail.com)



[LinkedIn](#)



404-337-8900



[frederickhahndesign.com](http://frederickhahndesign.com)

## Skills

Collaborative team leader

Experience design

Information architecture

Spatial planning

Visual design

## Soft Skills

Creative

Curiosity

Problem solving

Vision

## Methodologies

A/B testing

Accessible design

Affinity mapping

Agile UX

Design studio

Design systems

Information systems

Persona development

Prototyping/mockups

User interviews

User research

User testing

Wireframing

Workshop facilitation

## Tools

Figma, Adobe Illustrator, Mural, Miro, Jira

## Interaction Designer

Accenture, April 2022 – May 2023

- Define product strategies focusing on market expansion opportunities
- Deliver the product for client engagements
- Serve as a content expert to support the product lifecycle, and product commercialization defining deal economics and commercial model, and enable product adoption through learning programs
- Develop clean, standards-based processes for digital products with an emphasis on end-user experience for high-quality software

## UX/UI Designer, Fellowship

General Assembly, June 2021 – Sep 2021

- Worked with clients to develop an iOS mobile app. Extensive work in optimizing user experience and interfaces to meet user needs, KPIs, and product strategy.
- Conducted competitive analysis, UX research, user interviews, and usability testing.
- Designed wireframes, low and high-fidelity mockups, and intuitive interactive prototypes.

## Visual Merchandiser

West Elm, Dec 2015 – Feb 2021

- Oversaw new merchandise planning executions during seasonal changes; working with cross-functional teams to facilitate overnight and same-day floorset spec changes.
- Worked directly with District Visual Merchandiser to implement design changes as user feedback and in-store customer feedback loops informed new trends and needs.

## Visual Merchandiser

CB2, Aug 2010 – Dec 2015

- Oversaw full lifecycle of Visual Designs and Visual Merchandising requirements, working collaboratively with corporate and internal teams.
- Ensured best practices and merchandising standards were implemented, followed, and enforced.

## Education & Learning

### UX Design Certification

General Assembly

### Graphic Design

The Art Institute of Atlanta