Sierra Harbour Knox

UI|UX DESIGN + BRANDING

SKDESIGNPLAY.COM ➔

PORTSMOUTH, NH | USA

User Interface & Experience Designer with a passion for crafting visually compelling digital experiences that elevate brands.

I specialize in creating intuitive websites, apps, and promotional materials tailored to each client's unique identity—whether developing fresh branding or refining established design systems. Most recently, I contributed to a global rebranding project at FM, a leading real estate company, where I helped build a new client platform and led a heuristics evaluation to enhance user interactivity. I'm dedicated to delivering measurable results that drive brand impact and user engagement.

YEARS EXPERIENCE

4+ Years as a UI|UX Designer | 13+ Years as a Graphic Designer

SKILLS

Branding & Identity, Agile Design, Prototyping, User Flows, Heuristics, Components, AI, Accessibility, Logos, Icons, Presentation Decks, Advertising & Promotion, Illustration

PROGRAMS

- Figma
- Adobe XD
- Adobe Illustrator
- Adobe Photoshop
- Adobe InDesign
- Powerpoint

- Zeplin
- Asana
- Trello
- Jira
- Wordpress

EXPERIENCE

FM

UI | UX DESIGNER

CONTRIBUTED TO COMPANY-WIDE REBRAND AND ENHANCEMENTS TO CLIENT PORTAL

JOHNSTON, RI | REMOTE | FEBRUARY 2024–JANUARY 2025

FM is a leading property insurance company with a global client base. As a User Experience Designer, I played a key role in a comprehensive company-wide rebrand, focusing on the redesign and enhancement of the client-facing platform, Global Portal. My contributions included:

- Designing new branded components for the Global Portal, ensuring alignment with the updated visual identity.
- Conducting a heuristics evaluation of the platform to identify areas for improvement, providing actionable insights to streamline and enhance the overall user experience.
- Assisting in the development of a style guide for the Global Portal development team, to ensure consistency and adherence to the new brand standards
- Creating custom icons, department logos, presentation decks, and illustrations to support internal and external communication efforts.

HOUGHTON MIFFLIN HARCOURT

UI DESIGNER

DEVELOPED DIGITAL LEARNING SOLUTIONS FOR K-12 EDUCATION

NEW YORK, NY | REMOTE | MAY 2022–MAY 2023

As a UX Designer at Houghton Mifflin Harcourt, I contributed to the development of the digital version of the ESL education platform *Language Launch*. My responsibilities included:

◆ Designing unit opener pages and breadcrumb navigation, ensuring consistency in both design and user journey across the entire platform.

◆ Actively responded to user feedback and collaborated with the development team to implement design edits, resulting in a seamless and intuitive user experience.

◆ Designing user interfaces using Figma and developing specifications, ensuring optimal functionality and accessibility through color contrast.

OPEN EXCHANGE, INC.

UI | UX DESIGNER

DESIGNED WEB CONFERENCING PLATFORM FOR FINANCIAL COMMUNICATIONS

NEW YORK, NY | REMOTE | MARCH 2021–APRIL 2022

Open Exchange is a leading web conferencing platform specializing in financial communications. The platform facilitates remote conferences for a broad range of clients, including corporations in the financial services, professional investment sectors, and both public and private companies.

I was tasked with enhancing the visual branding of Open Exchange's latest conferencing platform. My work focused on designing an intuitive and accessible front-end interface that could easily adapt to various corporate identities. Key responsibilities included:

◆ Creating a flexible and customizable template system, ensuring seamless integration of client-specific branding elements such as colors and imagery without compromising content legibility or ease of navigation.

◆ Prioritizing visual accessibility to ensure an inclusive user experience across a wide audience.

◆ Utilizing Adobe XD to develop agile design templates that maintain both functionality and aesthetic appeal.

CHABOT SPACE & SCIENCE CENTER

GRAPHIC DESIGNER

CREATED VISUAL IDENTITY, UI | UX DESIGN, AND MARKETING FOR SPACE & SCIENCE MUSEUM

OAKLAND, CA | OCTOBER 2017–MARCH 2020

As the sole graphic designer at Chabot Space & Science Center, I spearheaded a comprehensive rebrand, including the development of a refreshed logo, a new tagline, and a complete redesign of the Center's website. I established and applied the new branding across various mediums, including designing center maps, interior wayfinding banners, and permanent exterior signage. Additional responsibilites included:

◆ Redesigning the website, and maintaining the site's visual content by regularly updating graphics.

◆ Creating both digital and print collateral for a wide range of events, including social media assets, postcards, advertisements, and interior museum signage.

◆ Designing materials for both permanent and seasonal exhibits. This included creating engaging infographics, interactive signage, and selecting cohesive color palettes to enhance the visitor experience.

◆ Designing promotional and event materials for the Center's annual fundraising gala.

EXPERIENCE CONTINUED

WOODS BAGOT

GRAPHIC DESIGNER

GRAPHIC DESIGNER FOR SAN FRANCISCO ARCHITECTURE OFFICE

SAN FRANCISCO, CA | JANUARY 2016–JUNE 2017

As the primary graphic designer for Woods Bagot's San Francisco office, I was responsible for designing high-impact architectural bid proposals for prominent Silicon Valley clients as well as potential clients around the globe. My role included creating a wide range of marketing collateral while ensuring all materials adhered to brand guidelines and maintained a high standard of quality. Key contributions included:

- Designing architectural proposals and presentations, ensuring compelling visual communication and alignment with client expectations.
- Contributing to the firm's global rebranding initiative, assisting with the development of new visual standards and communicating design guidelines to the international marketing team.
- Developing marketing materials, such as advertisements and brochures, while maintaining consistency with brand standards.
- Creating custom icons, infographics, and graphic wayfinding systems for Google's headquarters to enhance user experience and brand identity.

EDUCATION

RHODE ISLAND SCHOOL OF DESIGN (RISD)

PROVIDENCE, RI | 2007

Bachelor of Architecture
Bachelor of Fine Arts

HARVARD UNIVERSITY

CONTINUING EDUCATION

CAMBRIDGE, MA | SUMMER 2008

Theories of Globalization
Sociology

UC BERKELEY

CONTINUING EDUCATION

SAN FRANCISCO CAMPUS | WINTER 2014

UX | UI

ACADEMY OF ART UNIVERSITY

CONTINUING EDUCATION

SAN FRANCISCO, CA | 2012, 2013

Typography
Adobe Creative Suite
Intro to HTML & CSS
Materials, Tools, & Comping Techniques
Principles of Graphic Design

SUMMARY

- Diverse Design Background
- Collaborative
- Highly Iterative
- Objective
- Organized