LOGAN G. CARTER

USER EXPERIENCE @ PURDUE UNIVERSITY

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OBJECTIVE

UX Design student at Purdue University seeking a full time job (post graduation) starting May 2026 in interaction design or research. Grounded in human-centered design theory and research methodology, with experience applying accessibility principles, usability testing, and journey mapping to support the development of innovative digital products that balance user needs and business objectives.

EDUCATION

PURDUE UNIVERSITY West Lafayette, IN

Bachelor of Science in UX Design | Minors: Communications, Psychology

Certificate in Entrepreneurship and Innovation

Dean's List | GPA: 3.6/4.0 | Expected Graduation: May 2026

SKILLS & WORK EXPERIENCE

User Research & Testing — Conducted user research, interviews, and usability testing for Dolby Labs and Socian Technologies, applying surveys and A/B testing to validate designs and ensure user-centered solutions.

Lean UX & Rapid Prototyping — Developed mid-fidelity prototypes in Figma for projects with Key Lime Interactive and Socian Technologies, applying Lean UX methodologies to create iterative designs based on user feedback.

Agile & MVP Development — Collaborated in Agile environments to deliver Minimum Viable Products (MVPs) in industry-sponsored UX projects at Purdue, working closely with cross-functional teams to meet deadlines and project constraints.

Cross-Functional Collaboration — Partnered with design, development, and business teams to define UX strategies and participate in design reviews, offering feedback to refine user flows and improve interfaces.

Prototyping & Design Thinking — Proficient in Figma and Adobe Suite to create user journeys, wireframes, and site/app maps. Applied Design Thinking principles to develop solutions for user challenges, focusing on iterative development and prototype testing to improve user satisfaction.

Entrepreneurial & Problem-Solving Mindset — Applied human-centered design principles and data-driven decision-making to balance user needs with business constraints and drive innovative solutions.

UX Research Methods & Design Systems — Applied UX research methods, including user interviews and usability studies, to gather insights and inform design decisions. Contributed to developing and maintaining design systems, ensuring consistency across projects.

Technical & Design Proficiency — Proficient in Figma, Miro, Adobe Suite (Photoshop, Illustrator, Premiere Pro), Sublime Text, HTML/CSS, and Microsoft Office, bridging design and development processes to deliver seamless user experiences.

Communication & Presentation — Presented research findings, design concepts, and prototypes to stakeholders, clearly translating complex design issues into actionable insights.