

LOGAN G. CARTER

USER EXPERIENCE @ PURDUE UNIVERSITY

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OBJECTIVE

UX/UI Designer skilled in creating user flows, wireframes, prototypes, and scalable design systems. Graduating in May 2026 and seeking a full-time role where I can design intuitive interfaces, collaborate with engineering teams, and deliver user-centered digital experiences.

EDUCATION

PURDUE UNIVERSITY | West Lafayette, IN

B.S. in UX Design | Minors: Communications, Psychology

Certificate in Entrepreneurship and Innovation

Dean's List | GPA: 3.68/4.0 | Expected Graduation: May 2026

CORE DESIGN SKILLS

UI/UX Design: Wireframes, user flows, mockups, visual design, interaction design

Design Systems: Pattern libraries, style guides, UI component creation

Prototyping: Figma, responsive layouts, mid/high-fidelity prototyping

User Experience: Usability testing, heuristic evaluations, interviews, A/B testing

Technical: HTML/CSS, Adobe Suite, Miro, Sublime Text

Collaboration: Agile teamwork, design reviews, requirement translation, stakeholder communication

PROJECT EXPERIENCE

Center for Student Innovation (CSI) — UX/UI Designer

- Supported the creation of user flows, dashboard wireframes, and foundational design-system work for a multi-semester platform connecting Purdue clubs with CGT designers.

SmoothStick — Product UX/UI Designer

- Co-designed branding and product UI concepts for a hands-free lotion stick, contributing to a prototype that won a \$3,000 pitch competition.

Dolby Labs — UX Researcher

- Created mid-fidelity interface concepts for AI-assisted UGC audiobook tools to streamline narration, editing, and content preparation workflows.

Socian Technologies — UX/UI Designer

- Designed an emergency-response drone mapping interface by producing user flows, wireframes, and prototypes that simplified dispatcher decision-making.

ADDITIONAL SKILLS

Design thinking, Usability heuristics, Cross-functional collaboration, Stakeholder presentation & storytelling