

Dakota Norton

UX DESIGNER

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PROFILE

I am a versatile designer with the ability to wear many hats - however I currently have a special interest in visual design, accessibility, and systems design. With all the knowledge I've soaked up and the experience I've acquired through my lengthy internship, reputable design courses, and entrepreneurial background, I am now looking to continue my work experience and join a team where I can put my skills and passion to good use.

EDUCATION

BrainStation | User Experience
Design Graduate
Oct 2021 - Jan 2022

IDEO U | Human-Centered
Systems Thinking
Jan 2023 - Present

TOOLS

Figma, Adobe XD, Invision,
Photoshop, GitHub, G Suite

EXPERIENCE

Product Designer | Shopify | Internship

MARCH 2022 - JAN 2023, REMOTE

- Designed for a deeply technical audience, optimizing the developer experience
- Worked autonomously, with proactive ownership of designs
- Conducted research and facilitated usability testing
- Improved accessibility through design audits and iteration
- Project management of webhook reference templates
- Utilized and strategically extended design system
- Reconstructed information architecture and created content design guidelines to best suit user needs

Glass Artist and Founder | Firemaiden Glass

APR 2016 - 2021, VANCOUVER, BC

- Designed and produced unique lifestyle and artisanal glass pieces that captured a significant local interest in my work
- Grew client list from the ground up by crafting desirable products and consistently delivering on promises
- Managed day-to-day business tasks
- Art has been featured in a VICE documentary and several publications for its eye-catching quality

Server | Biercraft Taps and Tapas

OCT 2019 - NOV 2020, VANCOUVER, BC

- Collaborated with team to provide exceptional service that created a positive experience for patrons
- Utilized empathy, communication and intuition skillset to understand and connect with customers to better meet their needs

PROJECTS

[Webhook Reference Redesign](#) | UX Designer

DEC 2021, BRAINSTATION

Led a solo project to redesign the REST and GraphQL webhook reference pages on the Shopify developer documentation website.

[BrainStation Industry Project \(Awarded 1st Place\)](#) | UX Designer

JAN 2022, BRAINSTATION

Worked on a multi-disciplinary team of 6, designing and developing Breaktime in 24 hours, a social gaming app meant for remote worker team building.