

# DELILAH HARRIS

UX Designer

## CONTACT

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## ACADEMIC INTERESTS

- User Research
- Qualitative Data
- Climate Adaptation
- Languages

## SKILLS

- User Research
- UX Design
- Wireframing
- Microsoft Office
- Canva
- Figma
- Adobe Photoshop

## LANGUAGES

- English: Fluent
- Spanish: Fluent
- German: Intermediate

## ABOUT ME

With a background in geography and anthropology, I bring strong research, problem-solving, and observational skills to UX design. Having completed the ELVTR UX course, I specialize in user-centered design and accessibility-first approaches, aiming to create meaningful, functional user experiences.

## EDUCATION

### ELVTR UX-UI For Gaming UX Designer

FALL 2024

- Created a comprehensive UX analysis of Elden Ring's interface, identifying opportunities for enhancing clarity and functionality
- Designed an Elden Ring-inspired home screen and inventory screen using Figma, focusing on accessibility, organization, usability, and iterative design process
- Explored usability testing methods to assess design improvements and leverage user feedback on game interfaces

### Sociolinguistic Analysis

MARCH 2022

- Collected and analyzed Midwestern Baptist church sermon data to find trends in membership participation and sermon content.
- Applied social theory to analyze engagement and coded data using ethnographic inductive and deductive methods.

### Ethnographic Field Study

MARCH 2021

- Conducted field surveys to understand better attitudes about the aftermath of the civil unrest in response to the shooting of Jacob Blake. Interviewed several business owners, and community leaders.
- Developed reports synthesizing qualitative data using ethnographic research techniques.