

# Faun Sweeney

(She/Her)  
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Self-motivated and organized creative with many years experience in fast-paced design environments looking to start a career in interior design. Seeking an opportunity to apply skills and knowledge attained via professional experience, continuing education and home improvement projects to create beautiful, usable, healthy spaces.

## Courses & Conferences

**Fundamentals of Fine Woodworking**  
North Bennet Street School, Jun 2022

**Drafting + Rendering for Interiors**  
RISD, Sep–Dec 2021

**LivABLE Environment Conference**  
Apr 2021, Oct 2020

**Interior Design Introduction**  
RISD, Fall 2020

**Introduction to SketchUp**  
North Bennet Street School, Nov 2019

## Tools

SketchUp  
Photoshop / Illustrator / Sketch  
InDesign / Acrobat  
PowerPoint / Google Slides  
Excel / Google Sheets  
HTML / CSS / JavaScript

## Skills

Drafting / 3D Modeling  
Sketching / Rendering  
Organizing / Classifying  
Collaborating / Conceptualizing  
Presenting / Critiquing  
Researching / Analyzing  
Observing / Empathizing  
Designing / Coding

## Certifications

**Healthier Materials and Sustainable Building**  
The New School CPE, Aug 2021

## Education

MS, Mass Communication  
Boston University

BFA, Computer Art  
UMass Amherst

## Professional Experience

### Helen & Co Creative, LLC

Contract User Experience (UX) Designer and Developer, Oct 2017–Present

- Working with clients to create products and experiences that are usable and accessible.

### Perkins Access

Senior Digital Accessibility Consultant, Jan 2022–May 2022

### Wayfair

Web Developer, Nov 2015–Oct 2017

- Collaborated with product managers, business stakeholders, designers and engineers to define, implement and revise features, pages and test variations for Wedding Registry.
- Translated designs created with Sketch and Photoshop into clean, reusable, performant code compliant with internal coding standards and Web Content Accessibility Guidelines (WCAG).
- Contributed to development and improvement of design system's pattern library.
- Provided web accessibility training and documentation for engineering teams.

### Safari Books Online (now O'Reilly Media)

UX Developer, Jan 2013–Oct 2015

- Conducted usability studies for next generation Safari Books Online learning platform that exposed problems and revealed insights used to improve customer onboarding experience and increase conversion rate.
- Guided publishing clients to design and develop user-friendly and accessible custom features and content displays for PubFactory platform implementations.
- Participated in design of new office space lounge areas: created mood boards that communicated design inspiration and ideas to Interior Designers; attended presentations of design boards and floor plans; and visited Boston Design Center to finalize furniture and finishes.

### iFactory, a division of RDW Group, Inc.

Information Architect / User Experience Designer, Jul 2008–Dec 2012

- Worked collaboratively with clients and design team to translate business requirements, user goals and creative strategy into engaging experiences.
- Conducted and analyzed qualitative and quantitative user research; drafted scenarios and personas; cataloged inventories of digital content; performed heuristic evaluations and competitive analysis; created site maps, wireframes and prototypes; and presented deliverables to clients.
- Provided estimates for IA and UX deliverables included in client proposals.
- Contributed to development of PubFactory—a digital platform for scholarly publishers.
- Assisted Art Director and Interior Designer with furniture selection for office space redesign.

### Integrity Interactive

User Experience Manager, Nov 2007–May 2008

- Led the design of web-based corporate ethics and compliance training solutions.
- Managed small team of user interface designers.

### Six Red Marbles

User Experience Specialist, May 2006–Nov 2007

- Collaborated with project managers, designers, developers and content creators to translate client requirements and learning objectives into usable and accessible design solutions.
- Directed and produced wireframes, storyboards, use cases and functional specifications.
- Researched industry trends, experimented with new technologies and streamlined processes.
- Reviewed proposals, bids and contracts.

Senior Producer, Nov 2005–May 2006

- Gathered, assessed and documented functional requirements.
- Maintained project schedules and managed development resources.
- Provided communication between client and project development team.
- Reviewed and tested products for quality assurance.