

# STEFANIE BLANTON

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## SKILLS

### Professional

Strategic Planning  
Requirement Gathering  
Process Improvement  
Cross-Department Collaboration

### Technical

Prototyping  
SCRUM/Agile Methodology  
User-Centered Design  
Wireframing  
Information Architecture  
Usability Testing  
Interaction Design  
Journey Mapping  
Figma

## TOOLS

Photoshop  
Illustrator  
Figma

## EDUCATION

### B.Sc. Computer Science

*Web Development*  
ECPI University, 2013

## CERTIFICATIONS

### Certified User Experience Specialist

Nielsen Norman Group  
2021

### Leading Others

Leadership Pipeline Institute  
2025

## EXPERIENCE

### User Experience Design Manager

**Torc Robotics | Remote | December 2022 - Present**

- Coaching and developing a growing team of UX Designers across varying experience levels by providing actionable feedback, aligning individual goals with the company roadmap, and supporting their career growth.
- Define and implement UX/UI strategies across multiple product portfolios of complex applications
- Collaborate with Product Management and Engineering to drive multiple key metrics and objectives.
- Driving current and new UX team processes, fostering a culture of continuous improvement, execution, and innovation.
- Creating high-fidelity prototypes using Figma for new user interfaces and features in autonomous driving semi-truck applications.
- Contributing in weekly cross-functional design reviews by providing thoughtful, actionable feedback on application progress.
- Collaborate with other UX managers to develop yearly operational plans aligned with the company's roadmap and strategic objectives.

### Lead User Experience Designer

**Torc Robotics | Remote | July 2021 - December 2022**

- Created workflows, wireframes, and high-fidelity prototypes using Axure and Adobe Creative Suite for new user interfaces and features in autonomous driving semi-truck applications.
- Partnered with Product Management and Engineering during quarterly planning sessions to align feature requirements with project goals.
- Collaborated with other UX Designers to create a UI component library.
- Designed and iterated user interfaces with agile engineering and product teams to refine solutions to improve usability and functionality.
- Contributed to the development of a company-wide design system, ensuring consistency across six or more products.

### User Experience Designer

**Pratt & Whitney | Remote - Contract | February 2021 - June 2021**

- Developed user interfaces for military SaaS applications using Adobe Creative Suite and InVision.
- Partnered with organizational leaders to meet all departmental requirements, ensuring 100% compliance with project specifications and deadlines.
- Addressed and resolved usability issues to enhance overall application performance.

## **EXPERIENCE CONTINUED**

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### **User Experience Architect**

**InnovaSystems International | Hybrid | April 2018 - November 2020**

- Designed workflows, wireframes, and high-fidelity prototypes for the Navy Readiness Reporting Enterprise (NRRE) using Adobe XD and Balsamiq Mockups resulting in a 30% improvement in user task efficiency.
- Collaborated with agile SCRUM teams to gather requirements and deliver intuitive user interfaces, enhancing usability and information architecture.
- Conducted user research sessions to identify and address usability issues.
- Contributed to the development of an enterprise-wide design system to ensure design consistency across 3+ applications.