




# Elizabeth Miller

Digital Product Designer

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## Work Experience

### **EAM Designed, Contract Designer | 2022-present**

- Crafted user interface designs facilitating the pending launch of a user portal for a Web3-focused startup specializing in IP rights protection.

- Revamped websites for small businesses, boosting online engagement and notably elevated conversion rates. This transformation led to substantial growth in each of these businesses' increased sales.

- Generated 3D renderings to visualize conceptual community development projects for Complete Community Economies, a Virginia rural development consultancy. These visualizations played a pivotal role in securing more than \$300,000 in funding for local planning organizations.

- Contributed to the establishment of a compelling visual brand identity and UI designs for Pocket Properties App, a pioneering real estate investment startup.

### **Architecture Design Office, Project Designer | 2021-2022**

- Developed conceptual designs, drafted construction documents, produced 3D renders, & completed site visits for a multitude of multifamily & historic projects

### **Partners in the Arts at University of Richmond, Intern | 2020**

- Collaborated with directors to advance programming development, streamline scheduling, and facilitate workshops, all aimed at fostering connections between Richmond educators and valuable arts resources.

## Education & Certifications

### **VCU Brandcenter | 2022-2024**

#### **MS Business/Branding, Experience Design**

- Coursework includes Visual Storytelling, User Participation Platforms, Strategy & Design, Business of Branding

### **University of Virginia School of Architecture | 2017-2021**

#### **BS Architecture, Pre-Professional Concentration, Minor Global Studies in Education**

- Coursework includes varying Design & Research Studios, 3D Modeling, Structural Design, Drawing for Design

### **Google UX Design Certificate | 2022**

### **CalArts UX/UI Design Specialization Certificate | 2022**

## Skills & Tools

### **Design Tools:**

Adobe Creative Suite: Photoshop, Illustrator, InDesign, XD, Premier Pro, After Effects

UX/UI: Figma, FigJam, Miro, Marvel, Sketch, CSS/HTML

3D Modeling/Rendering: Blender, Rhino 3D, AutoCAD, Revit, V-Ray, Enscape

### **User Experience Skills:**

Wireframing, Product Strategy, Rapid Prototyping, Personas, Journey Mapping, Information Architecture, Usability Testing, User Research, Interaction Design, Responsive Design, Collaboration & Communication, Design Thinking, Human-Centered Design