

# ERIC GARDNER

UX Designer · Interaction Design · Design Systems · Consumer & Web Products

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## PROFILE

**Eric Gardner** is a UX designer who leads with process and lands on outcomes. Over 4+ years spanning consumer apps, fintech, and educational platforms, he has owned the complete design lifecycle — from research and discovery through wireframes, prototypes, and developer handoff — across agile, cross-functional teams. His work is grounded in human-centered design principles, built to WCAG 2.1 accessibility standards, and shaped by close collaboration with engineers, product managers, and stakeholders.

Currently completing a Master's in UX Design at MICA (2025), he combines rigorous academic grounding with hands-on design execution. He is proficient in Figma and Adobe XD, fluent in AI-assisted design workflows, and consistently motivated by consumer-facing products that must earn — and keep — user trust.

## CORE COMPETENCIES

End-to-End UX Design	Wireframes & User Flows	Interactive Prototyping	Specifications
Design Systems	Information Architecture	WCAG 2.1 Accessibility	Agile Advocacy
Figma · Adobe XD	Cross-Functional Collab	Stakeholder Communication	AI Design Workflows

## SELECTED DESIGN WORK

Portfolio: [aericgardner.com](https://aericgardner.com)

### LinkedIn Job Post Redesign *Consumer Platform · Information Architecture & Interaction Design*

- › Applied progressive-disclosure interaction patterns and user research synthesis to reduce cognitive load and improve content scannability on a large-scale, content-dense consumer platform — directly mirroring the scale and complexity of entertainment product experiences.
- › Delivered annotated wireframes and a polished interactive Figma prototype with clear design rationale — demonstrating end-to-end design execution, visual hierarchy judgment, and usability thinking.

### Overdraft Prevention *Fintech Mobile UX Concept · Trust-Critical Consumer Experience*

- › Designed and validated interactive Figma prototypes for a proactive financial guidance experience — applying AI-adjacent recommendation and intervention patterns focused on user clarity, trust, and decision support.
- › Leveraged AI tools (Adobe Firefly, ChatGPT) during ideation to accelerate prototype development, exploring multiple visual directions rapidly — demonstrating a modern, tool-fluent design workflow.

### Driven — Ride Share UX Case Study *Consumer Web & Mobile · Research-Led Design*

- › Led full research and competitive analysis for a consumer-facing transportation product — translating insights into user flows, wireframes, and validated prototypes.
- › Reduced error-prone steps and measurably improved task confidence through iterative usability testing and research-informed design decisions.

## DESIGN EXPERIENCE

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### UX Designer

Jul 2023 – Dec 2023

#### Unique Driving Service (Freelance)

- › **Owned end-to-end design:** delivered high-fidelity consumer booking UI from initial research through developer handoff — applying user-centered principles to simplify a multi-step, decision-heavy user flow.
- › **Research-to-design pipeline:** conducted user interviews and synthesized qualitative findings to drive iterative design decisions — ensuring solutions aligned with both user needs and business goals.
- › Deliverables: wireframes, user flows, interactive Figma prototypes, detailed developer specifications.

### UX Designer

2022 – 2023

#### UConn / DX Group

- › **End-to-end platform ownership:** designed UX/UI for a content-rich educational web platform from discovery through high-fidelity production mockups and complete developer handoff documentation.
- › **Systems-level design thinking:** built scalable information architecture and a reusable component library enabling consistent, extensible design patterns across a large multi-format experience.
- › **Engineering collaboration:** partnered closely with developers on Firebase and Vue.js integration — delivering precise specifications that ensured pixel-accurate implementation.
- › Applied WCAG 2.1 accessibility standards as a core design practice throughout visual and interaction design — not as a retrofit.

### Web Designer

2021 – 2022

#### UConn / Beachball

- › **Business-impact redesign:** overhauled a WordPress portfolio site with a focus on visual hierarchy and navigation clarity — directly improving content discovery and measurable business results.
- › Created brand-consistent web and social content assets for a nonprofit digital campaign, translating complex narratives into compelling consumer-facing experiences.

### Graphic Designer

2020 – 2021

#### UConn / Co-Action Lab

- › **Full visual identity execution:** conceptualized and delivered a complete cross-format identity for an online gala — web, motion, and social — from mood boards through production-ready final assets.
- › Produced motion-driven explainer content using Adobe After Effects, supporting B2B audience engagement with visually compelling storytelling.

### Operations Lead (Design-Adjacent)

2023 – Present

#### Capital Prep Harbor School

- › **Workflow redesign with measurable impact:** applied systems and UX thinking to redesign a digital assessment workflow for 400+ users — introducing structured process flows and clear role handoffs that cut setup time by 50%.
- › Demonstrated cross-functional coordination under high-stakes conditions: managing schedules, accommodations, and incident response across administrators, teachers, and support staff.

## EDUCATION

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### **Master of Arts in UX Design**

*Aug 2023 - Dec 2025 (est.)*

Maryland Institute College of Art (MICA)

*Advanced coursework in UX strategy, research methods, interaction design, and design systems.*

### **Bachelor of Fine Arts, Web & Interactive Design**

*Sept 2019 - May 2023*

University of Connecticut

### **Applied Associate in Web Design**

*Sept 2017 - May 2019*

Norwalk Community College