

Amirah Chamble

amirahchambledesign.com
amirahchamble.com

[GitHub: AmirahChamble](#) | [CodePen: @AmirahChamble](#) | [CodeSandbox: AmirahChamble](#)

EDUCATION

University of Maryland College Park — *Studio Art*

August 2013 - May 2017

Studied digital new media, studio art. College Park Scholars International Studies Program Graduate and Alumni of the Terrapin Hackers and Game Developers Club.

EXPERIENCE

Walgreens, Chicago, IL (Remote) — Product Designer & Developer

June 2021 - Current

Working on their 'Live Style Guide' Design System as a Designer focusing on accessibility of current and existing components. Responsibilities include overseeing component design updates and development for both Walgreens Photo and Walgreens.com

Wayfair, Boston, MA (Remote) — Product Designer

June 2020 - April 2021

Worked on Wayfair's Web Design System Team, also known as Homebase, assisting with accessibility maintenance, updates, and guidelines for their Core Design System Library. I also worked on the construction of a wireframing library for Wayfair's Mobile & Web XD Designers. My general responsibilities included weekly presentations and updates on XD Design System Tools for both XD Designers and Engineers.

Marriott International HQ (Aquent Studios), Bethesda, MD — UX Design Librarian (Contractor)

December 2019 - March 2020

Working on the Marriott Bonvoy Native App as a UX Designer, assisting their Design Standards, Creative Studio, and Development teams in the management, maintenance, and build-out of the Marriott Pattern Library; a Design System for their hotel booking applications, Marriott.com, and TV Properties. My focus was on the accessibility, documentation, and translation of app components as they are localized in different languages. This work also included the documentation of components for both Designers and Developers, consisting of guidelines on Typography, Spacing, Colors, Content Voice, and a Sketch Design System Component Kit for In-house designers.

Capital One, Tysons Corner, VA — UX Designer & Researcher (Contractor)

July 2019 - December 2019

UX Designer & Researcher working on the Capital One Café's digital tools and

SKILLS

Design Systems

Invision, Sketch, Photoshop, Illustrator, Rapid Prototyping, Mockups. Adobe Creative Suite

HTML5, CSS, Javascript, Responsive Web Development, Vue.js, Ruby on Rails, Agile, Test Driven Development, Swift

Java, Selenium Webdriver, QA Automation Testing

Blender 3D, Substance Painter, Unity Engine, Unreal Engine 4, A-Frame, Three.js

LANGUAGES

English, French (working proficiency), Japanese (proficient)

spatial experiences. Was responsible for the redesign, research, and increased accessibility efforts of the Café and Branch touchscreen monitors; this included their navigation experience and the user experience for the interactive *Lemon Drop* game that's meant to help users explore their relationship with "Money".

Bloomberg BNA, Crystal City, VA — UX Designer & Design System Engineer

July 2018 - July 2019

Working on the design and structure of their Design System, Fish Tank's Web Components. My responsibilities have ranged from determining the scope of web component functionality to the development of web components using the Vue.js framework, the design & code documentation on both the documentation site and the codeSandbox IDE (Interactive Development Environment) for Fish Tank users, along with the maintenance and deployment of the Fish Tank Documentation site and it's libraries.

Bloomberg BNA, Crystal City, VA — UX Designer & QA Automation Tester

June 2017 - July 2018

Responsible for the UX Redesign of legacy Bloomberg Environment and in-house products. I conducted usability testing and user research in order to improve user workflows and overall user experience. I was also responsible for writing QA automation tests with Selenium to help catch and report bugs in internal and external applications.

MPLEXVR, College Park, MD — Concept, Character, & Environment Artist

November 2016 - May 2017

Worked on concept art for game assets, level environments and created 3D models for gameplay and animations in Blender 3D. Created texture assets for gameplay; including normal, specular, depth, and bump maps. Wrote C++ scripts for aesthetic gameplay events, including skymap shooting stars, sparking electronics, aided in the redesign of Game UI Screens, and conducted usability testing with beta users.

Bloomberg BNA, Crystal City, VA — Software Developer Intern

May 2016 - August 2016

In the Product Research and Development Department, updated old internal sites and editorial software and transferred them to the Ruby on Rails framework. Redesigned those tools to be more modern, user-friendly, and easily accessible to company editorial users. Assisted in the creation of several Ruby Gems (plugin extensions) for interactive customizable alert systems, calendar widgets, and scss stylesheets that could be shared across all editorial in-house products.

Bloomberg BNA, Crystal City, VA — Software Developer Intern

June 2015 - August 2015

In the Product Research and Development Department, assisted in the development of web-based products using Ruby on Rails and AngularJS. I was also tasked to build a WordPress Blog as a communication platform by the Executive Vice-President for the Product Research and Development Department.