MELISSA COONEY

UX/UI Designer and Front End Developer

Chattanooga, TN | melissacooney.dev | github.com/codexvisuals

Product designer focused on UX and UI with 10 plus years blending design craft and front end awareness across agency and product environments. Translate unclear requirements and feedback into clear Figma flows, wireframes, prototypes, and reusable components. Collaborate closely with product and engineering to ship quickly, improve usability and visual clarity, and maintain consistency through scalable patterns and accessibility minded design.

CORE SKILLS

- **Product Design:** End to end UX and UI, user flows, information architecture, interaction design

- **Figma:** Components, auto layout, variants, prototyping, reusable libraries, handoff specs

- **Design Systems:** Scalable components and patterns, consistency, governance friendly organization

- **Usability:** Visual hierarchy, content clarity, error prevention, intuitive task completion

- **Accessibility:** WCAG minded design, inclusive patterns, responsive best practices

- **Collaboration:** Cross functional work with product and engineering, feedback cycles, documentation

- **Front End Awareness:** HTML, CSS, JavaScript fluency to design feasible, buildable interfaces

PROFESSIONAL EXPERIENCE

My Senior Center - Remote
Software Developer, July 2025 - December 2025

- Built and refined accessibility-friendly UI flows for touchscreen kiosk experiences, focusing on clear task completion, error prevention, and straightforward navigation.

- Documented current and future-state kiosk workflows, created lightweight wireframes for improvements, and partnered with product and engineering to implement and validate updates through QA and real-world observation.

- Implemented JavaScript-driven interface logic and multi-step confirmations; observed real-world kiosk usage to identify pain points, reproduce issues, and verify usability fixes across devices and kiosk hardware.

- Worked within a .NET/ASP.NET environment, modifying C# and Razor files to adjust UI states, component rendering, and client-side behavior.

Freelance Web Development & Design - Remote
Full Stack Web Developer / Designer, May 2012 - Present

- Create web-ready visual assets and page layouts based on client direction, aligning typography, hierarchy, and imagery to communicate the intended message.

- Maintain and modernize WordPress websites, delivering page updates, template improvements, and fast fixes for plugin conflicts or front-end issues, with cross-browser QA and clear documentation.

- Led UX and UI design from concept through implementation, translating unclear goals into user flows, wireframes, prototypes, and development-ready Figma specs, then iterating with stakeholders through to final build.

- Converted PDF style content into clean web based pages with improved readability, navigation, and consistent components.

- Monitor and improve site speed and SEO fundamentals through performance audits, Core Web Vitals checks, and technical cleanup.

FPW Media - Springfield, OR
Full Stack Web Developer, September 2022 - July 2024

- Partnered with PMs, designers, and developers to deliver multi-client website redesigns and iterative improvements, aligning design decisions to project goals and constraints.

- Produced Figma-ready design deliverables including page layouts, reusable patterns, and handoff specs to support pixel-accurate implementation across responsive breakpoints.

- Created reusable layout patterns and UI standards across multiple client sites to improve consistency, speed of delivery, and long-term maintainability.

- Created and optimized web graphics and visual assets using Photoshop, Illustrator, and InDesign, ensuring consistent typography and brand presentation.

- Designed marketing email templates and reusable layout patterns, coordinating handoff needs and ensuring consistent styling across devices.

- Supported launch and post-launch QA, validating accessibility basics, cross-browser behavior, and performance improvements using Core Web Vitals and Lighthouse/PageSpeed audits.

- Contributed to projects for Pape, Quadco, Kryptek Outdoor, TNT Cranes, PrairieFire, Aardvark Tactical, BAES Infrastructure, OneH2 Hydrogen Solutions, and JCK Restaurants.

SELECTED PROJECTS

[OneH2](#) (Figma to WordPress, Elementor)
Designed wireframes and a clean industrial aesthetic with strong hierarchy and clear CTAs; delivered Figma components and handoff specs for an Elementor build; guided launch QA for layout consistency, accessibility, and performance across responsive breakpoints.

[Quadco Group](#) (Figma system for a legacy multisite)
Developed a shared visual language across four sites with global styles and reusable patterns; designed catalog templates and scalable filter patterns as reusable components; collaborated with the build team on accessibility and performance sweeps.

[GrainRatio](#) (Cross-platform web and mobile UI)
Rebuilt a legacy PHP tool into a modern React application and extended it to Windows desktop and Android, maintaining a consistent UI and offline-friendly user experience across platforms with reusable UI patterns and clear interaction states.

EDUCATION

Art Institute of Atlanta - AA, Graphic Design

Gemological Institute of America - AJP, Applied Jewelry Professional

Cleveland State Community College - AS, General Transfer

LEADERSHIP

GIA Alumni Association - Portland Chapter
Vice President, July 2023 - January 2025