

Clyde Forland III

UX Designer

I prioritize clear communication and easy collaboration to produce insightful research, discover 'the why', and solve complex problems into clear solutions.

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📍 Dallas, TX.

Education

CareerFoundry

UX Immersion & UI Specialization
Jan. 2023 – Dec. 2023

Applied concepts of design thinking and human-centered designs to projects through the lens of UX and Web Development—work and tasks viewed by a personal, professional mentor tutor.

Colorado State University–Pueblo

B.A. Music Education
Aug. 2013 – May 2018

Progressed through a 4-year curriculum focused on delivering engaging lessons, developing relationships, and creating a spark for younger students to grow in the musical arts.

Skills

Design Tools:

- User Experience
- User Research
- Affinity Mapping
- User Interviews
- Usability Testing
- Information Architecture
- Project Management
- Figma
- Visual Studio Code
- HTML, CSS, & JavaScript
- GitHub – [Profile](#)
- Google Suite

Soft Skills:

- Cross Functional Collaboration
- Servant Leadership
- Self-Starter
- Organized
- Communicative
- Flexible
- Adaptive
- Team Player

Experience

Tech Fleet / Lead UX Designer

02/2024 – 04/2024 (Remote)

- Led and coached a team of 8 designers and 2 content writers.
- Established clear information architecture.
- Streamlined user workflows for new Crypto users.
- Collaborated cross-functionally with other teams.
- Created user-centered solutions specific to workflow and information architecture.

RedCrittter / Student Solutions Architect

10/2022 – PRESENT (Dallas, TX.)

- Leveraged my experience as an educator to initiate features to improve student behavior in schools globally.
- Established and proactively owned the creative process to improve video and article content.
- 28% increase in YouTube subscribers, a 58% increase in watch time, and a 23% increase in channel watch time.
- Collaborated with stakeholders to ensure our content addresses teachers' and students' business requirements and pain points.
- Established relationships and presented product findings with executive-level district decision-makers for schools to improve student behavior.

Tech Fleet / UX Researcher

03/2023 – 10/2023 (Remote)

Lead UX Researcher

- Led and coached a team of 8 UX Researchers to discover newbie solutions for the blockchain.
- Created research plans that led to interviews, usability testing, A/B testing, and rainbow affinity mapping.
- Developed an in-depth research plan that produced a 60% increase in participants for usability testing cryptocurrency experiences.

UX Research Apprentice

- Conducted two rounds of usability testing within six weeks on high-fidelity prototypes.
- Consolidated data into actionable insights through affinity mapping and team analysis.
- Curated research-based recommendations through reporting for stakeholders and other members
- Participated in agile and cross-functional meetings with design, content, writing, product management, and strategy.