ALYX OAKLEY

UX/UI DESIGNER

Baltimore, MD | avmoakley@gmail.com. | My Portfolio | 410-627-4732

EDUCATION

Maryland Institute College of Arts, MICA

Masters of Professional Studies - User Experience Design
GPA: 4.0

Penn State University

Bachelors of Architectural Engineering & Associate of Sociology
GPA: 3.72

Notable Achievement: Millennium Scholar - program for high-achieving STEM students.

WORK EXPEREINCE

DIY STAFF-MAKER SPACE| Maryland Science Center — Aug 2026 - Present

- Facilitate hands-on, interactive learning experiences by guiding visitors of diverse ages and skill levels through creative projects, tool workshops, and STEM activities.
- Translate complex concepts and processes into clear, accessible instructions to help visitors confidently engage with unfamiliar tools and technologies.
- Support iterative experimentation by encouraging visitors to test ideas, explore solutions, and refine projects through hands-on learning.

MECHANICAL DESIGN ENGINEER| BKMA - Baltimore, MD — Jan 2023 - Jan 2026

- Developed comprehensive design documents for projects across K-12, higher education, healthcare, and commercial market sectors, translating complex requirements into clear, functional design solutions.
- Created and refined design iterations using 3D modeling and CAD software, including AutoCAD and Revit.
- Collaborated with cross-functional teams, including engineers, project managers, clients, and manufacturers, to gather requirements, understand stakeholder needs, and translate insights into actionable design solutions.
- Conducted coordination reviews to identify usability conflicts, resolve system-level challenges, and ensure cohesive integration across multidisciplinary design components.
- Analyzed complex technical drawings, diagrams, and specifications to evaluate existing conditions, identify design constraints, and inform design development.
- Conducted building load calculations and energy modeling using TRACE 3D software to analyze performance data and inform data-driven design decisions.
- Researched and applied local building codes, municipal regulations, and accessibility standards to ensure designs met established requirements and accommodated diverse user needs.

PROJECT ENGINEER| Balfour Beatty - Washington, D.C. — Jun 2021- Jan 2023

- Coordinated project schedules, budgets, and construction activities for two 550,000 SF, 10-story office buildings, managing complex workflows, competing priorities, and tight deadlines.
- Identified and resolved design and constructability challenges by collaborating with cross-functional teams, including project managers, superintendents, subcontractors, vendors, and clients.
- Facilitated pre-task planning with subcontractors to establish clear execution strategies, communicate project requirements, and align deliverables with established objectives.
- Conducted quality assurance reviews, documented deficiencies, tracked outstanding issues, and coordinated corrective actions to ensure deliverables met project requirements.

SKILLS

Design & Prototyping: Figma, Adobe XD, Sketch, Adobe Photoshop, Adobe Illustrator

UX Methods: Heuristic Evaluation, Personas, User Flows, Journey Mapping, Interaction Design, Information Architecture, Lean UX, UX Writing, Accessibility

Research & Analysis: Surveys, User Interviews, Affinity Mapping, Usability Testing, Dovetail, Maze

Collaboration: Miro, FigJam, Mural

Branding & Visual Design: UI Design, Color Theory, Style Guide/Design Systems, Gestalt Principles

Agile/Project Management: Trello, Jira, Asana

Interpersonal: Empathy, Design Thinking, Cross-Functional Collaboration, Detail-Oriented, Public Speaking, Adaptability, Patience, Conflict Resolution & De-escalation