Mouna Lawrence
UX Designer and Researcher

UX Designer and Researcher with 5+ years of experience designing physical and digital experiences at a world-renowned firm, and a UX Designer at a nonprofit rapid-response organization.

mounalawrence@gmail.com | 310-880-9469 | Los Angeles, CA
www.mounalawrence.com password: hello

Experience

UX Designer   January 2024 – Present
US Digital Response | Remote

U.S. Digital Response (USDR) is a nonprofit, nonpartisan organization that helps governments and organizations respond quickly and efficiently by leveraging volunteer time to support the critical needs of the public. To date, USDR has partnered with 200+ governments and organizations to serve more than 42 million people nationwide.

- Leading the final UI adjustments of the grant details page for the Grant Finder tool, a search enhancement tool and alternative to grants.gov, through iterating and finalizing high-fidelity designs for team approval and collaborating with the engineering team to ensure seamless development handoff.
- Leading the UX and UI of a new collaboration feature to connect grant seekers and coordinators and increase the awarding of grants amongst Grant Finder users.
- Contributing to the continuous development of design standards for the Grant Finder tool by creating consistent and responsive page layouts and navigation elements.

Lead Designer   June 2019 – Present
Perkins&Will | Austin, TX; Los Angeles, CA

Perkins&Will is a global design studio made up of 2,500 professionals providing interdisciplinary services in architecture, interior design, branded environments, urban design, landscape architecture.

- Led the user research, data collection and visualization, user interviews, and visioning sessions with project stakeholders for the Los Angeles Public Library strategic master plan.
  - Developed user personas and journey mapping studies to be used for community engagement.
  - Owned the UI design of interactive dashboard on PowerBI through user flows, wireframes, mockups, and presented the final high-fidelity prototype to the client.
  - Architected the UI design of the project deliverable website for client use, including developing user flows and wireframes.
- Owned end-to-end renovation of 82k SF university science building to facilitate STEM education and investment by leading a team of designers through ideation, storyboarding, technical detailing, implementation and quality control processes.
- Devised the design of a 110,000 SF student housing and entrepreneurial center for a university campus in Hawaii.
- Delivered the design and construction of a 23,000 SF work environment for a confidential consulting services client in Seattle.
- Coordinated with a cross-functional team of designers and engineers in the design and construction of a plant research facility for a southern California university campus.

Lead UX/UI Designer   January – March 2022
Scribe | Self-driven case study

Scribe is a mobile app that streamlines the Los Angeles Public Library branch assessment process by providing a single location for which architects, engineers, and other consultants can assess all 73 library branches.

- Led the development and design of user personas, user journey maps, wireframes, user flows, low-fidelity prototypes, and creating a high-fidelity prototype in Figma.
- Created a high-fidelity prototype demonstrating the onboarding, branch assessment, photography user flows and a quick menu feature.
- Crafted the design standards of the application, including custom animated icons, interactive library floor plans, and the overall UI.

Education

Master of Science in Advanced Architectural Design
Columbia University | New York, NY

Bachelor of Architecture
University of Southern California | Los Angeles, CA
USC School of Architecture Environmental Innovation Award

Relevant courses:

- User-Centered Design and Innovation
- User-Centered Design for Emerging Digital-Physical Environments
- Architecture Design studios

Extracurricular:

- East Asia Study Abroad Program
- President of USC's pre-professional fraternity

Skillset

Methods

- UX/UI Design
- User Research and Interviews
- User Persona Studies and Journey Mapping
- Storyboarding
- User Flows/Information Architecture
- Wireframing and Prototyping
- HTML, CSS, JavaScript (in-progress)
- Motion Graphics/Animation

Tools

- Figma
- Github
- Adobe Creative Suite (PS, AI, AE, ID)
- 3D Modeling and 2D Drafting (Rhino3D, Revit, AutoCAD)
- Collaborative tools such as Figjam, Miro, and Notion
- PowerBI

Interests

In my free time, I enjoy scuba diving in the most remote spots I can find and exploring ancient Roman ruins in my mother's home country of Tunisia.