Melanie F. Sexton, MA
2015 Split Diamond Way
Round Rock, TX, 78664
(843) 870-8266
melanie.florencio@gmail.com

SKILL SETS

UX Design **/** Qualitative Research **/** Digital Prototyping
Visual Design **/** Design Thinking **/** Storytelling **/** Content Strategy

---

WORK EXPERIENCE

Austin Community College, Austin, TX
Adjunct Instructor, UXUI program
Aug. 2021 - present
Facilitate online course sessions for Survey of UX Design during the Fall 2021 semester.

Sonatype Inc., Round Rock, TX
Product Designer
Dec. 2020 - present
Currently working with the Product Organization as primary UX Designer on Nexus Repository Manager. Responsible for designing key features affecting enterprise security engineers and developers. Conduct qualitative research studies to best assess users' needs. Coordinate and execute design deliverables with product managers and software developers in a 2-week sprint cadence while participating in scrum activities. Liaise with Customer Success, Sales, and Support for user insight on upcoming feature opportunities.

Sr. eLearning Developer
Feb. 2019 - present
Worked with the Customer Education team within the Customer Success organization to design and develop self-service eLearning training for customers using Sonatype products. This includes conducting qualitative research with client-facing subject matter experts (SMEs) and participating in customer interviews to better strategize and prioritize learning assets based on the users' needs and their personas.

Notable accomplishments include:
– Designing the end-to-end experience for several features on my.sonatype.com with the Customer Experience team.
– Developing content and process strategy for the Customer Education team leveraging Design Thinking methods to build a more customer-centric strategy.
– Worked with Development teams to design illustration assets

EDUCATION

Continuing Education, UX Design
Austin Community College
Austin, TX
Spring 2020

MA, Sequential Art
Savannah College of Art and Design
Savannah, GA
June 2011

BFA, Sequential Art
Savannah College of Art and Design
Savannah, GA
May 2009

SPECIAL PROJECTS

Speaker
ACC UXUI Colab, 2021
UX Career Journey: Melanie Sexton

Speaker
Sonatype Elevate, 2021
Nexus Repository Replication

Member, Contributor level
AIGA Austin, 2021

Special Guest
"Off the Cuff" web series, 2019
Episode 30: Melanie Sexton on UX Design

deployed within Sonatype's integrations products.

 – Worked with product managers, engineers, and design to develop low to mid-fidelity wireframe concepts for various IQ Server and Maven Central features.

Blackboard, Inc., Washington, D.C. & Austin, TX
Product Designer
May 2018 – Feb. 2019
Responsible for designing software features focused on assessments and grading for the Blackboard Learn Ultra Learning Management System (LMS). Served as a subject matter expert and design researcher involving initiatives focused on the discovery of future-facing strategy and features for instructional design and higher education faculty. Worked with cross-functional teams of design, engineering, research, and product management to deploy software features in a quarterly cadence.

Content Training Designer
Jun. 2017 – May 2018
Responsible for designing the Blackboard Inc. Products Employee Onboarding Training program for new employees enterprise-wide. Served as an SME for training materials within the UX Shared Services team. Produced internal training materials including videos, graphics, online courses, and website help content for security, accessibility, localization and employee onboarding. Developed interactive training prototypes and validated concepts with organizational leaders and stakeholders for deployment.

General Dynamics Health Solutions, Silver Spring, MD
Education Materials and Products Designer
Nov. 2015 – Jun. 2017
Conceptualized, produced, and organized deployment of digital education products for healthcare providers, active duty service members, veterans, and their caregivers on the topic of traumatic brain injury (TBI). Products included e-learning courses and their assets, decision-making digital tools, training videos, and digital illustrations/animations for training slide decks. Conducted research with TBI and neuroscience subject matter experts. Designed and co-created digital prototypes for testing and validation.

Community Anti-Drug Coalitions of America, Alexandria, VA
E-Learning Technology Manager
Jan. 2015 – Nov. 2015
Worked with the Innovation and Outreach team to implement new digital marketing strategies. Consulted with the IT department to identify online learning needs and develop strategic plans for hardware/software upgrades relevant to those needs.

Producer
Carevena Concept Video, 2017
Crowdfunding video for mobile health application Dermitrax.

Producer: Instant Replays
Covert Aire High School Football Bowl Series, 2014

Speaker
TEDxCreative Coast, 2014
"The Library of the Future: Using Makerspaces to Connect with Your Community"

North Charleston Arts Festival, 2012
"Outside the Line"
Illustration exhibit

Co-creator
Undead Norm: A Zombie Comedy
2011-2013
Issues #1 & #2

Illustrator
Infinity Software Development, 2012
Sunshine State Testing materials