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# Tracey Sanders

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## WORK EXPERIENCE

### Walmart • Clayton, NC • 11/2019 - 12/2020 Personal Shopper • Part-time

Fulfill Customers Order: Check out customers online orders, find the items, scanning them and placing them into designated totes.

Customer Service: Loading orders into customers' vehicles for pickup and addressing customer problems and inquiries promptly and professionally.

## CERTIFICATIONS

### Assess for Success: Marketing Analytics and Measurement • 04/2025 - 05/2025

Coursera

### Conduct UX Research and Test Early Concepts • 02/2025 - 03/2025

Coursera

### Attract and Engage Customers with Digital Marketing • 02/2025 - 03/2025

Coursera

### Mobile SEO Course with Greg Gifford • 02/2025 - 02/2025

Semrush Academy

### Local SEO Course with Greg Gifford • 02/2025 - 02/2025

Semrush Academy

### Create High-Fidelity Designs and Prototypes in Figma • 07/2024 - 07/2024

Coursera

### Build Wireframes and Low-Fidelity Prototypes • 04/2024 - 05/2024

Coursera

### Start the UX Design Process: Empathize, Define, and Ideate • 03/2024 - 04/2024

Coursera

### Foundations of User Experience (UX) Design • 02/2024 - 03/2024

Coursera

## PROJECTS

### Curls 411 • 08/2024 - 12/2025

Create a mobile webpage for a curly hair product subscription. Collect user feedback to develop wireframes, prototypes, user flows, a user

## SKILLS

**Soft :** Communication, Creative Thinking, Critical Thinking, Customer Service, Empathy, Leadership, Organization, Patience, Positive Attitude, Problem Solving, Team Collaboration, Time Management

**Design Tools:** Adobe Creative Suite (Illustrator, Photoshop, InDesign), Figma

**Web:** CSS, HTML, JavaScript (basic), Wordpress

**Design:** Interaction Design, Journey Mapping, Mobile- First Design, Personas, Responsive Web Design, Usability Testing, User Research, Wireframing & Prototyping

## EDUCATION

### Associate of Applied Science in Web & UX/UI design

Wake Tech Community College  
Raleigh, NC  
08/2022 - 05/2026

journey map, and a high-fidelity prototype.

**Unbinge** • 02/2025 - 05/2025

Create a mobile application for a binge eating journal. Collect user feedback to develop wireframes, prototypes, user flows, a user journey map, and a high-fidelity prototype.