

CHRIS HANSON

UI Designer | Design Systems · Component-Based UI · Figma Prototyping
(916) 899-1538 | chris_hanson@qualityassuredux.com | qualityassuredux.com

PROFESSIONAL SUMMARY

Entry-level UI designer with a decade of QA-trained precision behind every pixel. I create clean, consistent, system-aligned interfaces by applying design-system standards, managing component variants, and preparing production-ready Figma files for engineering. My QA background strengthens my ability to identify visual inconsistencies, maintain component integrity, and catch layout and interaction defects before handoff. I am pursuing entry-level UI Designer roles where accuracy, systems thinking, and reliable execution matter.

UI PRODUCTION WORK

Selected UI projects demonstrate design-system creation, component-based screen production, interaction specification, accessibility validation, and usability testing.

DarkHeart Brewing | UI Production & Design System Application

- Built a reusable design system with documented components, variants, spacing, interaction states, and visual rules, then applied it consistently across high-fidelity Figma screens.
- Assembled hi-fi Figma screens using design system rules; maintained consistent spacing, states, and interaction patterns throughout.
- Conducted a WCAG 2.2 AA accessibility audit to validate component-level compliance before final delivery.

SafeCU | UI Audit & Interaction Specification

- Audited existing UI against usability standards, identified and documented component inconsistencies, layout violations, and interaction gaps.
- Produced an interaction specification log detailing state behaviors and transition logic across key flows.
- Delivered a 5-stage user journey map identifying where UI inconsistencies created measurable friction.

The Mothership | Mobile UI Production — Google UX Design Certificate Capstone

- Designed and built a complete mobile UI for a craft-beer discovery app — structured screens using component logic, auto-layout, and consistent interaction states.
- Produced a hi-fi Figma prototype demonstrating responsive behavior and state transitions across key flows.
- Conducted usability testing to validate UI consistency and interaction clarity prior to final delivery.

View complete case studies, design systems, audit findings, and interactive prototypes at qualityassuredux.com.

PROFESSIONAL BACKGROUND

Brightstar | Sacramento, CA January 2019 – August 2025

Software Quality Assurance Engineer II

- Identified UI inconsistencies and interaction failures across complex software workflows before they reached end users — the same precision required in high-volume UI production.
- Built workflow diagrams and wireframes in Visio, applying structured layout rules to map user journeys and surface interaction gaps.
- Applied AI-assisted analysis to clarify requirements through a user-centered lens, improving interaction specifications and reducing ambiguity.
- Served as test lead across multiple projects — managed documentation, coordinated with developers and stakeholders, and functioned as primary point of contact.
- Improved monthly product testing efficiency by approximately 50% by restructuring workflows and optimizing coverage strategy.
- Logged defects with annotated screenshots and video captures, ensuring component-level accuracy across product releases.

Folio Dynamix | Sacramento, CA August 2015 – December 2018

Quality Assurance Analyst

- Led QA for a major software enhancement — executed 600+ structured test cases with consistency and precision against detailed requirements documentation.
- Evaluated interaction behavior and release stability; identified UI inconsistencies and logged defects with detailed reproduction steps and supporting evidence.
- Collaborated with developers and business analysts to maintain project alignment and resolve interaction issues.

Revenue Solutions, Inc. | Roseville, CA September 2013 – January 2015

Associate Quality Assurance Analyst

- Performed functional and regression testing for software products supporting state and local tax revenue agencies.
- Developed and executed structured test cases for enhancement projects.
- Applied investigative troubleshooting to identify root-cause interaction issues.

SKILLS

UI Production & Design

Figma (Component Design, Auto Layout, Variants, Interactive Prototyping) | Design Systems | Component Libraries | Responsive UI | Visual Hierarchy | Interaction States | Developer Handoff | Workflow Diagramming (Visio)

UX & Accessibility

Heuristic Evaluation (NN/g) | Accessibility Auditing (WCAG 2.1 & 2.2) | User Research | Usability Testing | User Journey Mapping

Systems & Tools

Interaction Logic Validation | Requirements Analysis | AI-Assisted Analysis | Jira | Postman | Excel | Word | MS Teams

PROFESSIONAL CERTIFICATES

- Google UX Design Professional Certificate — Coursera | November 2025
- Microsoft UX Design Professional Certificate — Coursera | December 2025

EDUCATION

M.A., Organization Development (I/O Psychology) — University of San Francisco

B.A., Psychology — University of California, Davis