

Fatu Sakanoko

Fatusakanoko@gmail.com | [Portfolio](#) | [LinkedIn](#) | NYC/ NJ

Summary

User Experience Designer with a strong foundation in UX research, visual design, and accessibility. Experienced in building intuitive, inclusive digital experiences that reflect real user needs. With a creative background in fashion and graphic design, I bring a sharp eye for visual storytelling and communication. Currently deepening my expertise in learning experience design to support more effective, user-centered learning environments. Passionate about thoughtful design that informs, empowers, and connects people across platforms.

Skills

UX & Design Tools: Figma, Adobe Creative Suite, Visual Studio Code, Canva

UX Methods: Wireframing, Prototyping, Journey Mapping, Usability Testing, User Interviews, Information Architecture, Interaction Design

Front-End Basics: HTML, CSS, JavaScript (basic)

Visual Design: Typography, Iconography, Style Guides, Accessibility Guidelines

Soft Skills: Collaboration, Problem Solving, User-Centered Thinking, Human-Centered Design

Featured Project

People Grove Experiential Learning Platform Redesign Capstone | May 2025

- Conducted user interviews and surveys to identify usability issues in a student-facing career development platform.
- Created personas, empathy maps, and a user journey map to define student pain points and goals.
- Designed mobile wireframes and low-fidelity prototypes for dashboard, job search, and resource pages.
- Focused on accessibility and responsive design to support diverse student populations.

Experience

UX Design Intern Hearst | December 2021 – January 2022

- Developed mockups and prototypes for Hearst's SharePoint sites, enhancing usability and accessibility.
- Redesigned seven internal SharePoint sites, improving navigation and employee access to information.
- Aligned visuals with brand identity, increasing design consistency and usability.

Application Development Intern Hearst | November 2021 – December 2021

- Enhanced Microsoft Power Apps by creating a new section for client forms, improving efficiency.
- Conducted usability testing and documented performance issues to refine user experience.

Graphic Design Intern YUCA | January 2018 – May 2018

- Collaborated with student artists to create visual materials for exhibitions and cultural showcases.
- Applied design principles across print and digital formats to communicate impactful messages.

Fashion Research & Social Media Intern Staple Pigeon | October 2017 – December 2017

- Researched fashion trends and created branded content for influencer outreach.
- Assembled promotional packages and maintained weekly inventory for campaigns.

Graphic Design Intern Works in Progress | October 2016 – December 2016

- Created screen-printed designs and promotional materials for community-based art events.
- Contributed to production and visual direction in a collaborative youth design studio.

Education

Western Governors University
Bachelor of Science in User Experience | January 2025 – May 2025

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- Bachelor of Science in User Experience Design, blending creativity and business strategy to design user-centered products and experiences.

Kingsborough Community College

UX Design Upskilling Program | October 2023 – March 2024

- Five-month UX program focused on human-centered design, visual design, and coding for designers. Explored key UX principles, accessibility, and usability best practices.

Year Up New York | New Jersey

Software development Participant | March 2021 – February 2022

- Accruing 200+ hours of hands-on training in Software Development as part of a one-year career development program that includes six months of college-level courses and professional training followed by a six-month internship.