

De'Andre Perry

UX Designer | Visual Design + User Research | Accessibility

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SUMMARY

UX Designer and Apple Technical Specialist with experience in visual design, user research, accessibility, prototyping, and customer-centered problem solving. Translate research and behavioral insights into intuitive interfaces, visual systems, prototypes, and actionable recommendations. Proficient in Figma, Sketch, Adobe XD, usability testing, typography, design systems, WCAG, Section 508, and Apple Human Interface Guidelines.

EXPERIENCE

Apple | Dallas, TX

Jan 2025 - Present

Technical Specialist

- Diagnose and resolve complex hardware and software issues across iPhone, iPad, and Apple Watch using structured troubleshooting, diagnostic tools, observation, and needs discovery.
- Use probing questions, active listening, and behavioral observation to uncover customer needs, then translate technical findings into clear guidance for customers with varied technical familiarity.
- Partner with Genius Bar and retail teams to support efficient service workflows in a high-volume environment while maintaining accuracy and customer experience quality.

Apple | Dallas, TX

Sep 2024 - Jan 2025

Product Specialist

- Conducted needs-based discovery to understand customer goals and workflows, then recommended Apple products and services aligned with individual needs.
- Guided device setup, iCloud migration, feature discovery, demonstrations, and personalized recommendations while adapting communication to diverse customers.

Apple Benevity Program

2026 - Present

Visual Design Volunteer

- Contributed 100+ hours of visual design volunteer work supporting nonprofit organizations through Apple's Benevity volunteer program.
- Designed and refined visual assets, layouts, and digital experiences using typography, color, hierarchy, accessibility, interaction design, and stakeholder feedback.

Catchafire | United States

Nov 2022 - Present

Volunteer UX Designer

- Led 100+ nonprofit UX engagements representing \$650K+ in donated professional services, improving usability, accessibility, navigation, and overall digital experience quality.
- Conducted stakeholder discovery, UX evaluations, usability testing, accessibility reviews, and research synthesis to identify friction and prioritize improvements.
- Translated findings into information architecture, user flows, wireframes, prototypes, high-fidelity interfaces, and actionable recommendations presented to stakeholders.

Frost Trade LLC | Dallas, TX

Aug 2021 - Sep 2024

UX Designer

- Designed accessible digital experiences for government and nonprofit organizations, translating stakeholder requirements and user needs into clear interface solutions.
- Conducted user interviews, usability tests, and stakeholder feedback sessions to identify behavioral patterns, usability issues, and product opportunities.
- Created user flows, wireframes, interactive prototypes, and high-fidelity Figma and Adobe XD designs; developed reusable patterns and collaborated with developers to improve consistency and handoff.

SELECTED UX PROJECTS

UXD Systems | Visual Design • Design Systems • Prototyping uxd.systems

- Designed and built an interactive design systems platform covering typography, color, visual hierarchy, design tokens, component behavior, and responsive UI patterns.
- Applied Apple HIG and established design-system principles to high-fidelity, accessible demonstrations, live token exploration, and cross-system comparisons.

Tools: Figma, React/Next.js, HTML/CSS, JavaScript, GitHub

UXR Forge | User Research • Synthesis • Usability uxrforge.com

- Designed and built a UX research platform that structures research planning, methodology selection, data collection, usability evaluation, synthesis, and reporting.
- Shows how qualitative and quantitative evidence becomes patterns, findings, recommendations, and product direction through guided, traceable workflows.

Tools: Figma, research planning, usability testing, synthesis, prototyping, GitHub

508 Dev | Accessibility • Inclusive Design • UX Engineering 508dev.com

- Designed and built an interactive accessibility learning platform with accessible/inaccessible comparisons, testing tools, simulations, and implementation examples.
- Covers WCAG and Section 508 concepts including keyboard navigation, screen-reader considerations, contrast, semantic structure, ARIA, headings, and inclusive interface design.

Tools: WCAG 2.2, Section 508, HTML/CSS, JavaScript/React, accessibility testing, GitHub

EDUCATION

Western Governors University 2026 - Present

Bachelor of Science, User Experience Design - In Progress

Focus: user research, interaction design, visual design, accessibility, prototyping, and human-computer interaction.

CERTIFICATIONS

Google UX Design Professional Certificate | Google | Issued Sep 2026 | ID 0CUP60ZJGYEA | [View credential](#)

Microsoft UX Design Professional Certificate | Microsoft | Issued Apr 2026 | ID V1DFUDNGB7YS | [View credential](#)

IBM UI/UX Designer | IBM | ID J24HAR3WR44T | [View credential](#)

Adobe Graphic Designer: Design that Demands Attention | Adobe | Issued Apr 2026 | ID RMF04P4S8AI2 | [View credential](#)

Human-Computer Interaction I: Fundamentals & Design Principles (2025-2026) | edX | Issued Apr 2026 | ID 9836d52bed4b4785af6f6cef52cf7abd | [View credential](#)

SKILLS

Visual Design: Figma, Sketch, Adobe XD, interface design, typography, color theory, visual hierarchy, graphic design, prototyping, design systems, Apple HIG

User Research: mixed methods, qualitative and quantitative research, interviews, usability testing, data collection, synthesis, facilitation, findings and recommendations

Accessibility & Collaboration: WCAG 2.2, Section 508, keyboard and screen-reader accessibility, semantic structure, information architecture, interaction design, Keynote, Jira, stakeholder presentations