

Cailey Booze

UX + Design Management Student

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SUMMARY

Aspiring UX designer with a rare blend of analytical problem-solving and creative flair, crafting intuitive, user-centered solutions. My unique fusion of critical thinking and artistic vision delivers accessible, empathetic designs that captivate users. Passionate about collaborating and iterating to create impactful, user-focused experiences.

EXPERIENCE

Project Assistant | [UNT Center for Public Management](#)

November 2025 - Present

- Designed visually engaging marketing materials to enhance public visibility and brand awareness.
- Translated complex research into clear, engaging visual materials (folders, banners, posters, presentations) to support effective communication and increase visibility.
- Collaborated on brainstorming and developing marketing tactics aimed at increasing audience reach and visibility.

Digital Design Intern | [Sabre Corporation](#)

May 2025 - August 2025

- Conducted research for a 'Building Brand Love' case study, analyzing employee perspectives and experiences at Sabre to produce a product that nourishes B2B partner relationships.
- Presented a 'Building Brand Love' group case study, translating research from Sabre employee experiences and communicating design decisions of a solution to strengthen B2B partnerships.
- Crafted visually compelling graphics and layouts using Adobe Creative Suite, aligning with Sabre's brand guidelines and accessible design to improve digital experiences.
- Iterated on design concepts with a focus on user-centered design and design principles, leveraging stakeholder critiques to refine deliverables and ensure alignment with project goals.
- Contributed to a global company-wide rebrand initiative, designing cohesive digital and print assets, including user interface designs, posters, social media content, and marketing materials, that elevated brand consistency and user engagement.

SKILLS

User-centered design, graphic design, user-interface design, prototyping, wireframing, user flows, user-research, design thinking, animation, typography, branding, teamwork, collaboration, problem solving, critical thinking, empathy, resilience, attention-to-detail.

TOOLS

Figma, Miro, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere Pro, Adobe After Effects, Blender, and Canva.

EDUCATION

The University of North Texas

January 2022 - May 2026

- B.A. Design Management with a Minor in Management
- GPA: 3.8
- President's List of the College of Visual Arts and Design

CERTIFICATES

UX/UI Design Career Track

May 2025 - March 2026

- Springboard