

NORAH MILLER

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EDUCATION

Purdue University

Expected Spring 2027

Bachelor of Science in UX Design, Minor in Computer Science | *Honors College*

Relevant Courses: *Foundations of UX Design, UX Design Studio, Programming in C, Data Structures & Algorithms, Foundations of Computer Science, Object-Oriented Programming, Internet Foundations Technologies and Development*

EXPERIENCE

Apiture

Wilmington, NC (Remote)

UX Design Intern

June 2025-Present

- Leveraged Jira and Figma to document, organize, and manage web design systems, ensuring seamless collaboration between design and development teams.
- Designed screens in collaboration with the product design and UX teams, ensuring intuitive, user-friendly experiences while leveraging insights from Pendo to inform design decisions and improve usability

Lafayette Instrument Company

West Lafayette, IN

Software Intern

May 2024-August 2025

- Designed and developed a data-entry application UI in C# WPF and Figma, improving workflow efficiency for legacy calibration record.
- Executed manual and automated test cases across 3 projects, identifying 100+ software defects and increasing testing efficiency by 20% through refined documentation and issue tracking.

PROJECTS

Allied Solutions | GAP Insurance Interface

January 2025 – May 2025

UX Researcher/Designer, University Project

- Collaborated with Allied Solutions to streamline GAP insurance tools through UX research and design
- Conducted SME interviews, journey mapping, and affinity diagrams to identify pain points and create clearer user workflows
- Worked on a team of 8, utilizing Figma and FigJam to develop user stories and interface recommendations, focusing on clearer process timelines and increased user responsibility.

PicFit | App Concept Design

March 2024

UX Researcher/Designer, Personal Project

- Designed an AI-powered fashion discovery app with personalized recommendations.
- Conducted user research and mapped user flows; built interactive Figma prototypes and cohesive brand visuals.

Portfolio Website

April 2024-Present

UI Designer/Developer, Personal Project

- Developed a responsive HTML/CSS/JS portfolio with animated, personalized UI
- Designed for easy navigation and clear presentation of UX and technical work

SKILLS

UX/UI Related: Figma, FigJam, Adobe Platforms, Microsoft Office Suites, Agile Methodology

Software Related: Java, C, HTML, CSS, JavaScript, C# WPF, C++, Git/Github, Jira, Confluence

INVOLVEMENT

UX Design Club – Networks with peers to share insight and promote a user-centered approach to design

Rewriting the Code (RTC) – Member engaging with online UX/design community

Urban Matters Lab – Contributed to historical research and storytelling of local buildings, developing narratives through community engagement and archival investigation.