

Ansley Fowler

HCI · UI/UX Designer · Researcher

www.ansley-fowler.com

Atlanta [ansley-fowler](#)



Education

- Georgia Institute of Technology — Interaction Design

Bachelor of Science | Minors: Computer Science and Industrial Design

Jun 2018 - May 2022
- Universidad Politécnica de Madrid — HCI

Master of Human-Computer Interaction

Sep 2024 - current

Experience

- Publicis Sapient — Experience Designer

Jun 2022 - Aug 2024

UI/UX AR/VR Web3

 - Presented design concept for high-profile clients, including Verizon, Ford, and TBC Tires.
 - Collaborated in cross-functional teams to ensure seamless integration of design solutions.
 - Spearheaded educational initiatives on Figma and Generative AI for over 20,000 employees.
 - Developed a scalable design system that ensured consistency across multiple brands.
 - Developed UX strategies based on market research and user interviews to inform design decisions.
- Georgia Tech Research — Art & AI Researcher

Aug 2019 - May 2021

Artificial Intelligence Digital Design Research Methods

 - Collaborated on the creation of a Gen AI model that combined art and technology.
 - Provided digital drawings and artistic input to enhance a training dataset.
 - Presented research findings and helped extend funding.

Skills & Tools

- Computer Science

Code

HTML CSS/SCSS TypeScript JavaScript VS code Angular
- Design

Tools

Figma Photoshop Illustrator Premiere Pro Unity Maya/Blender Jira

Experience

User testing Research methods Prototyping Spatial computing AR/VR

Other

Prompt engineering Creative strategy Accessibility Product management
- Other

Soft skills

Leadership Teamwork Presentation Project management A2 Spanish