

Web/UI Designer, specializing in User Experience and Interaction Design

Summary

Experienced and talented designer with a comprehensive skill set for presenting a world class organization. Skills in web design & development, user experience & interface design, print, marketing, advertising, video production, copywriting, management, and more. Highly motivated, passionate, creative, and versatile, with an obsessive eye for detail.

Experience

September 2011 to Present | Property Solutions International, Inc. | Sr. User Experience Designer

Involved in all aspects of building and deploying complex Enterprise-level software for a leader in the Multifamily Property Management industry. Includes everything from the initial steps of establishing the user's needs, company objectives, feature specifications, and information architecture, through to interaction, interface, and visual design. Responsible for developing and iterating on wireframes, high-fidelity Photoshop mock-ups, interactive prototypes, and dynamic applications built in HTML(5), CSS(3), and JavaScript (jQuery) tied to PHP and .NET backends. Also responsible for creating interfaces for apps on the iOS and Android platforms, utilizing a touch UI while tying into our existing systems. Requires representing the end user in all points of the process, thinking objectively and analytically, verifying we're building efficient, intuitive, and usable systems. Includes the facilitation and analysis of market research, usability testing, and product-focused feedback. Report to the Director of User Experience and coordinate all efforts with Project Managers and senior management.

April 2011 to September 2011 | Overstock.com | Sr. Manager, Design

Worked day-to-day with the Design and Marketing teams in creating and managing web and print design-related efforts company wide. Worked with the Director of Strategic Marketing in managing our brand in accordance with our style guide in all communications, especially our websites. Required user-focused research, and implementing strategic and focused creative to maximize clarity, usability, and efficiency of designs. Directly managed a team of designers who were tasked with completing work for many divisions of the company. Included assigning work and verifying project goals were met and delivered by deadline, as well as leading and mentoring designers in corporate style guide, best practices, UX methodology, industry trends, and more. Involved direct facilitation of high-level internal and external design requests from executive management, and required working extensively with Product Managers, Web Designers and Front-End Developers to ensure proper completion and implementation of projects. Reported to VP of Website Marketing.

November 2010 to April 2011 | SpectrumDNA, Inc. | Lead User Experience Designer

Primary designer on a small UX team responsible for creating intuitive user interfaces on a multitude of platforms, including web, iPhone, iPad, Android, and more. Includes the implementation of game mechanics, and strategy revolving around designing a more engaging, dynamic experience for the user. Involved in all aspects of the building process, from discovery and wireframing through to debugging, testing, and launch.

June 2007 to November 2010 | GlobalBased Technologies, Inc. | Creative Manager

Lead Designer and Manager of a User Interaction and Experience team for a leader in the Social Data Mining, and Financial Services industries. Responsible for managing product development and overall usability and design for products and services, as well as creating strategies and implementing tactical project schedules. Worked with internal development/back-end team in continually improving products and services along with focusing our short-term and long-term business objectives with our CEO, CTO, and Vice President of Communications.

Education

2000 - 2005 | Salt Lake Community College

- Received Degree in Visual Art & Design
- Graduated with a 3.2 cumulative average

1996 - 1998 | Taylorsville High School

- Received Diploma in General Studies
- Graduated with a 3.4 cumulative average

Skills

- Web Design
- Front-End Dev
- UI, UX, Usability
- Graphic Design
- Typography
- (X)HTML, HTML5
- CSS2, CSS3
- Javascript
- jQuery
- Wordpress (PHP)
- Adobe Photoshop
- Adobe Illustrator
- Adobe Flash
- Microsoft Office
- Apple / Mac OS
- Brand & Identity
- Marketing
- Advertising
- Strategy
- Copywriting