

YOUR NAME

PRODUCT DESIGNER

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PROFILE

My point of view, and a few thoughts on product design:

I care about the details and consider the motion design of affordances to be crucial in creating effective, intuitive interfaces. I like prototyping — it helps me think through interaction models and new possibilities.

I really love snowboarding, mountain biking, and hiking. I enjoy seeing things from a fresh perspective :)

SKILLS

I have experience working with teams to brainstorm and whiteboard concepts. I can create wireframes at varying levels of fidelity, and enjoy prototyping ideas. I have some front-end coding experience, and enjoy working with devs to build ideas out.

Software that I'm familiar with:

- Sketch
- Photoshop
- Illustrator
- InDesign
- Figma
- InVision
- Principle, Framer JS
- HTML & CSS

I have worked with many different prototyping tools and frameworks — to avoid a full laundry list above, I've kept it to just my favorites. If you use a different prototyping tool that works well in your established workflow, I would be happy to learn it.

WORK EXPERIENCE

Google

October 2016 \u2013 2013 Present

Contract UX Designer

I work on payments, my focus is on growth related features in Android Pay. My work spans from wireframing and helping with research studies to creating visuals for onboarding animations and UI, as well as animating and prototyping.

Freelance

June 2012 \u2013 2013 Present

Interface Design, Interaction Design, Motion Design, Prototyping

I have worked on brands such as Google, eBay, AT&T and Adidas Skateboarding. I've worked with agencies, design studios and also taken on solo projects. The work has been primarily in the realms of responsive site design, interaction design, UI design, motion design, and prototyping.

Samsung R&D

March 2014 \u2013 2013 July 2015

Contract Product Designer

I worked on future vision products for in-home experiences. As a team we worked to determine features and user flows. I contributed to team efforts with interaction design, UI and overall visual design, as well as motion design for interactions, and prototyping.

Method Design

March 2013 \u2013 2013 October 2013

Contract Interaction Designer

Over the course of this contract, I helped on 4 projects. I created wireframes and conducted user interviews to help create a simplified set up flow for an enterprise software application. I created wireframes and contributed to the visual design of a website promoting an internal project.

Moving Brands

September 2012 \u2013 2013 March 2013

Contract Interactive Designer

I helped to create an interactive branding guideline for Microsoft. As a part of a team, I worked to define the visual design language of a whitelabel internet TV service. I also did motion studies to help test interaction models, and define the motion language of the system.

Razorfish

March 2008 \u2013 2013 June 2012

Interactive Designer

I worked on animations and the interaction design of UI elements for iOS apps and large installation touch screens for Intel. I worked on distributed teams to design and code websites, banners and other interactive media for Intel, Microsoft, Best Buy, Levi's, Activision, and Visa.