David

Schrijn

UX DESIGNER

PROFILE

UX Designer with seasoned experience in digital art, mobile development, and management. Practices client empathy, strong problem solving skills, stellar design style, and meticulous programming skills.

CONTACT

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SKILLS

DESIGN

- Information Architecture
- Prototyping/Wireframing
- Usability Testing
- · User Research

TECHNICAL

- Swift
- HTML/CSS
- Javascript
- · ISON

TOOLS

- Adobe XD
- · Sketch
- · Balsamiq
- · Adobe Photoshop
- Autodesk Maya
- Xcode

EXPERIENCE

O SALES MANAGER | 2011 - PRESENT

PSAV

PSAV is an event technology company that specializes in corporate events, conventions, and trade shows. PSAV operates offices in at least 700 hotels and more than 30 off-site warehouses and production facilities.

- Manages multiple clients representing \$1.5-\$2 million in annual revenue with an increase of 4% YOY.
- Provides high standards of ongoing training and operational support producing increased productivity and client rapport.

O DIGITAL ARTIST | 2010 - 2011

THE BASE STUDIO

The Base Studio is a full service media facility specilizing in advertising creative, digital production, visual effects, viral media and innovative original content.

- Transfer an image from live action into another film sequence using a rotoscope.
- As Shot Lead, tasked with overseeing the quality and completion of a team shot sequence to meet deliverables deadline.

PROJECTS

UX DESIGNER | 02/20 - 09/20

HARMONIOUS APP - PROJECTIJNK

Designing an intuitive, user friendly, and stylish meditation application that targets new and existing users that encourages them to practice and live a healthier life through mindfulness.

- Followed Design Thinking Process from end to end.
- Conducted User Research, implemented information architecture, created Low High Fidelity Wireframes and conducted Usability Testing.
 TECHNOLOGIES: Sketch, Adobe XD, Usability Hub, Optimal Sort

○ UX DESIGNER | 01/20 - 02/20

LINGOTASTIC APP - PROJECT LINK

Design an engaging and intuitive Vocabulary App that incorporates learning in users busy lives using the User-Centered Design Process.

- Conducted a Competitive Analysis to determine strengths and weaknesses to develop a strategy that will provide a market advantage.
- Conducted User Interviews and created User Personas and Wirerames to be tested. Wireframes were refined based on Usability Test findings. TECHNOLOGIES: Pen & Paper, Marvel POP, Sketch

EDUCATION

CAREERFOUNDRY

Certificate of Completion User Experience Design 2020 - 2020

SAE EXPRESSION

Bachelors in Applied Sciences Animation & Visual Effects 2007 - 2010

GENERAL ASSEMBLY

Certificate of Completion iOS Development 2017 - 2017