Briana Crandall

brianamcrandall.com/index.html

919-356-2477

https://github.com/BrianaCran

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Technical Skills

~Wireframes
~Mockups
~Prototyping
~Html, CSS, Sass

~JavaScript, Jquery
~Terminal
~Github
~Git

~Illustrator
~Photoshop
~Adobe Xd
~Invision

Experience

Prey of the Gods   brianacran.github.io/PreyoftheGods/

A redesign of the gaming website for Prey of the Gods. I worked with exist-ing colors and assets to keep things familiar for current backers, yet created a more visually attractive website with pleasingly structured content to attract new backers/gamers.

Scoundrels of the Atlantic   brianacran.github.io/Scoundrels/

A team project that involved taking a topic and linking it back to a promi-nent organization. After bringing this project through sketches to high fidelity mockups the pages were spilt up between three of us to code. I was in charge of the flags page and the weapons page. I also provided coding support for my teammates.

Branchless Banking   brianamcrandall.com

A native iphone app design for a hypothetical banking company that had no physical branches. It was taken through sketches, wireframes, and high fidelity mockups into Invision prototyping. The prototype goes through the action of transfering to another user in your contact list. A logo was also invented for the company.

Education

The Iron Yard   Certificate in UI/UX Design   **June 2016 - Sept 2016**

UNC-Greensboro   BFA Fine Arts   Concentration in Graphic Design   **May 2014**