

Chris Willoughby

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Professional Summary

Creative Web Designer with up-to-date knowledge of design. Establishes and promotes design guidelines, best practices and standards. Brings excellent visual design skills with sensitivity to user-system interaction.

Skills

- Technical design
- Design implementation
- Software development life cycle
- User support
- Design management
- Team leadership

CMS- UI Frameworks

Material UI, TailWind UI, Drupal 7, WordPress, Joomla, AEM, Big Commerce, Bootstrap 3 & 4, Zurb Foundation, DP custom CMS, Site Mesh, Angular, React,

Program Languages

HTML5, CSS, SASS, JS, jQuery, PHP, Java, Markdown, Swift 3, Grails, TypeScript

Software

Figma, Mirro, Adobe Creative Suite, Sublime Text, Xcode, Zeppelin, Azure, Git, JIRA, Sketch, InVison, Quip, OBS, Final Cut Pro.

Experience

Lead User Experience Designer
SpyCloud, Austin, TX

July 2021 - July 2023

- Enhanced projects with development of reusable templates.
- Oversaw end-to-end website and mobile app user experience.
- Approached and solved problems with initiative and sound judgment.
- Improved design with incorporation of new technologies, frameworks and programming languages.
- Solved complex technical design problems by working with cutting-edge technologies.
- Verified correct rendering and functionality of designs with thorough testing.
- Created polished and high-functioning user interface by producing front-end code and visual comps.

Lead UX/UI Designer and Developer
3Data, Austin, TX

March 2021 - July 2021

- Drove decision making and issue tracking in relation to UI/UX pushing for best practices and experience delivery.
- Developed the product roadmap for user experience and creating design ideas in line with evolving interfaces & technologies.
- Conducted UX interviews with users for product feedback and improvements.
- Created the full Design system from fonts, and colors to overall behaviors for react components.

UX/UI Developer
TCS/Apple Vendor, Austin, TX

June 2019 - March 2021

- Used React to build an internal application that utilizes internal API's, successfully passed QA, and launched for internal testing and used.
- Designed and built a new Ui of admin view for the internal learning app.
- Currently designed and building out enhancements as part of phase 2 for the react application.
- Recently recruited to help with redesigning, building and improving an internal application.

UX/UI Designer
LTI/Apple Vendor, Austin, TX

March 2019 - June 2019

- Designer in design sprints and built working prototypes for user testing at end of week.
- Led UI team in training for GIT best practices.
- Conceptualizes, iterates and produces design standards and guidelines to improve the overall user experience.

UI Developer
NTTData/TxDot Vendor, Austin, TX

October 2018 - March 2019

- Worked with multiple Scum teams in tandem to complete the UI and meet deadlines of the sprint goals.
- Took charge of refactoring the SCSS files, then continued to manage all thing SCSS related and reviewed all code.
- Worked closely with the UX team to cross train on coding styles and incorporating a design system.

UX/UI Designer and Developer
DeveloperProgram.com / Constellant, Austin, TX

July 2014 - October 2018

- Assisted and guide clients with their UI and UX to improve site experience through wireframes, demos, and weekly discussions.
- Led the charge on moving Clients from our old template system to using a responsive templates in bootstrap 3.
- Built a fully fleshed out theme in Big Commerce to match our platform's design so clients would have a seamless experience.

Education

AA, Graphic and Web Design,: Graphic and Web Design - AACC , Annerundle, MD

AA Fine Arts: Fine Arts - Montgomery College, Rockville, MD