Corbin Graves

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My background gives me a unique mix of leadership and design knowledge that has proven to be an asset to my work. I started my career as an art educator designing in-person and virtual experiences and events, focusing on the needs and ultimate goals of my students and the communities I served. These experiences have honed my skills in building empathy and creating connections between diverse people, teaching students and adults. I discovered that I had a passion for UX/UI design.

EXPERIENCE

Interactive Media Director   Miami Museum of Contemporary Art of the African Diaspora
August 2021 - December 2023
- Reviewed front-end design and content updates with a team of 5 developers to improve user interface and functionality; achieved a 30% reduction in user complaints and a 50% increase in user engagement
- Advised in as project manager team of 4 developers, 2 researcher, 4 designers 2 marketers to create 4 project real world client

Adjunct professor at the University of Miami
August 2020 - December 2023
- Taught and designed 3–6-month courses on the design thinking process for mixed-reality experiences and basics of web development, HTML, CSS, SEO, JavaScript, resulting in above average professor and course reviews.
- Conducted user experience research and usability testing to improve XR student applications, resulting in a 20% increase in user engagement and 15% reduction in user errors.
- Volunteered in designing, handling project management, and curriculum design aspects of web application design for the Florida Audubon Society to increase visibility of the growing dangers of nutrient-rich runoff and the toxic blue-green algae in Lake Okeechobee and the surrounding communities.

Visual Arts Teacher
August 2014 - December 2019
- Planned, designed, and implemented community 3 art shows with 2 local partnering organizations

EDUCATION.

The University of Miami,
August 2019 - June 2021
- MFA Interactive Media UX/UI design

Eastern Carolina University,
August 2008 - December 2012
- Bachelor of Fine Arts in Art Education.

Skills
- Prototyping and visual user experiences
- Agile methodologies/ DevOps
- Human Centered Design methods
- Identifying key takeaways and synthesizing into design next steps

- UX/UI research, design, evaluations, and testing.