

Darrell McKee

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OBJECTIVE

11 years of real world UI/UX experience. Deadline driven with strong attention to detail and high customer/stakeholder satisfaction.

TOOLS & SKILLS

HTML / CSS

UX Design

UI Design

JQuery

Graphic Design

Adobe Creative Suite

Sketch

OmniGraffle

Visual Studio Code

GitHub

WebStorm

Bootstrap

Pure

Material Design CSS

Semantic

Flat UI

Atomic Design

Wireframing

Prototyping

Logo Design

Photography

3D Modeling

Video Editing

Advertising

PROFESSIONAL EXPERIENCE

Rackspace UI/ UX Designer

May 2012 – February 2017

Developed and designed a front-end framework for customer/employee facing applications. Created workflows for complex customer/employee experiences. Implemented a new style guide that will be used by customers in the Customer Billing UI. Introduced new design patterns to the framework. Research methods like card sorting exercises were leveraged to design against. Designed single page apps using HTML/CSS to build a payment adjustment billing system. Built Invision wireframe prototypes to help stakeholders understand user flows. Created UI sticker sheets for faster wireframing.

Stash Magazine Art Director & Graphic Designer

July 2008 – September 2009

Directed a 4-person design team that completed all projects on time within budget; customers were often pleased and commended the team. Responsible for the design and maintenance of the magazine website. Presented design artboards for client review and business feedback. In charge of the online marketing campaigns. Designed business media kits and CD-ROMs for sales team.

21inSA.com Art Director & Graphic Designer

August 2005 – September 2008

Designed an online San Antonio magazine showcasing upcoming events, animated banner ads, streaming video, Local TV commercials, and photo galleries. Designed logo and printable promotional media for clients. Edited video of entertainment events and interviews. Created motion graphic videos for clients with use of motion tweening, image compositing and color grading.

Student Success Center NVC Graphic Designer

August 2002 – January 2004

Assisting faculty with computer hardware and operating system issues. Assisted student organizations with event planning, promotions, and set up. President / founder of the Northwest Vista Multi-Media Club.

EDUCATION

Northwest Vista College AAS

August 2009 – May 2012

REFERENCES

Rackspace

Position	UI/ UX Designer	
Employment Dates	05/01/2012 - 02/28/2017	Presently Working: No
Reference	Vincent Lutton - Team Lead-Developer	
Reference type	Standard	
Contact Information	(210)415-6355 (Work)	

Project Description

- The project was a customer billing portal for Rackspace, for all lines of business. This was a completely new project using new design language and frame work that they had to make from scratch. Darrel and another UI/UX teammate did all of the work. Darrel was more UI/UX focused while his teammate was more developer focused. They did create responsive design (which was not required). By responsive he means it worked with all platforms, mobile, web, tablet, etc.

Cultural Environment

- The team consisted of 9 people, UI/ UX, 2 QEs, and the rest were developers. Occasionally the team hung out outside of work. Everyone got along really well; we were a very tight team. Darrell contributed a lot to our team's atmosphere. Darrell is always in an awesome mood, he's always friendly, optimistic, and brightened up people's days.

Job Duties & Technologies

- Used some development work. Photoshop, Invision for workflows and wireframes, and angular. He was our go to guy for design and did quite a bit of prototyping. If we had a question, he would have a prototype to us within a day. Used HTML and CSS.

Technical Performance & Ability

- The RED Team, which is purely UX designers, no developers whatsoever. Darrel was a liaison between that team and our team. It really helped to have him because he understood both sides and made it easy to understand for everyone. If he didn't know the answer to something he would always go find it for us. When projects were received, if they weren't technically feasible, Darrell would be the one to speak with the correct people to get that taken care of. He wasn't afraid to do what he needed to do, to help his team.

Non-Technical Skills

- He worked as a scrum master for the team for a bit, and that really showed leadership skills. He explained the proper processes and held people accountable. He was leading stand ups and retrospectives, kept everyone on task, and did a very good job. With Darrel managing him was helping him cultivate his technical skills. We were more of a technical team, so we helped him with that. With UX, he's awesome, there was no improvement needed there. Darrel was a huge contributor for the team, we all miss him. He was the glue for our team.

Strengths & Areas for Improvement

- Strengths: Anything related to UI/UX he has a huge handle on it, he has a good vision. I've never seen him recommend things people don't think are great. Another one is not being afraid to raise the flag when it needs to be raised in order to do what's best for the team and the project. Lastly, his attitude, I've never seen him in a bad mood. Weaknesses: Honestly, no weaknesses. You will be getting a very strong candidate.

Attendance & Reliability

- With attendance, we had a pretty flexible schedule, but I never had to get on him for anything. I can say that because there were a few people I had to get on for working less hours than they were supposed to. He stayed when needed to. Everyone on the team could rely on him.

Rehire Eligibility

- Absolutely. I wish I could.

Additional Comments

- I can't recommend Darrell enough. He has a great attitude and is great at UI/UX, there's no reason why anyone wouldn't want him on their team.

Rackspace

Position	UI/ UX Designer	
Employment Dates	05/01/2012 - 02/28/2017	Presently Working: No
Reference	Christie Lenneville - Director, User Experience	
Reference type	Standard	
Contact Information	(512)576-4480 (Work)	

Project Description

- Large project. Transferring billing and customer facing side. Christie was the director for the RED Team- Rackspace Experience Design. He was liaison between the developer team and the RED Team. Darrell was partnering very closely with the RED team, he was activity designing UI and turning those into specs. Part of that was getting technical specs out. If there were issues, he would figure those out.

Cultural Environment

- He's a great team player and has a fantastic attitude. Great to work with. If you ask him to do something, he's enthusiastic and never says no. He's very passionate about design. The entire team got along very well; the RED team loved Darrell on a personal level.

Job Duties & Technologies

- He's confident in his opinion, which is a good thing. His messaging is great, so even if he's talking about something difficult, he still relays that in a positive way. Darrell did a lot wireframes and prototypes. My team felt great with Darrell's work, because he was so good at it. They liked him because he was so open to feedback and just worked well with people. The team was upset to see him go, they felt like that really impacted the team.

Technical Performance & Ability

- I always received great feedback on him. I didn't work with his design directly, I looked at it more from a team aspect, but the team loves his work.

Non-Technical Skills

- He had strong opinions in a positive way, as a designer you have to. He was always very professional. Communication was always very positive.

Strengths & Areas for Improvement

- Strengths: Really good team player, enthusiastic, passionate, committed to his work, and wants to do a really good job, it's important to him. Weaknesses: It's hard to talk about that because I wasn't necessarily down in the weeds with him.

Attendance & Reliability

- Attendance and Reliability: No issues whatsoever. He was always available.

Rehire Eligibility

- Yes, we all enjoyed working with him.

Additional Comments

- He's a good hire, I like him a lot.