Drew Hertel

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UI/UX | Illustration

Skills

UI/UX: User research, usability testing and analysis, Style guide design, Rapid prototyping, HTML, CSS, Javascript.

Illustration: Stylized and photo realism. Storyboarding. Cover and poster design. 2d animation.

Tools

UI/UX: Figma, Adobe XD, Webflow.

Illustration: Procreate, Illustrator, Photoshop, Blender.

Experience

2D Artist at Caravan Fantasia Ltd

February 2020-Present, Remote

I create a wide variety of 2D assets for a documentary film about Eco Activism. Tasks inlude classical handrawn animation, Poster design, and illustrations.

Climbing Shoe cobbler at Rock & Resole

December 2014-December 2019

Created custom shoes and work for the public as well as sponsored athletes. My work ranged from simple resoles to complete rebuilds, custom shoes for prosthetics, and modifications for special foot shapes. Other responsibilities included customer service and apprentice training.

Education

CareerFoundry UI Design Program

NYUx Creative Coding

San Francisco Art Institute BFA Painting

University honors:

Dean's list