

Billy Barkhurst

Product Designer | User Experience | Concept Creator

I am a creative product designer driven by possibilities that, like good creative works, focus on universal emotions and appeal. I consume data and absorb stories, and then commune with the big picture before applying the details to form holistic solutions. My talent lies in solving for the micro, but also for the macro, and then keeping them in touch as I ideate organic, human-centered solutions. I supplement this with more than ten years experience in graphic and visual design.

Experience


Veridical UX June '20 - Present Austin, TX

- Provide exceedingly creative and three-dimensional concept and ideation services that go far beyond expectations, yet remain on point and address major needs.
- Full-stack UX services including user research, visual design and prototypes, and product design to realize client needs and ambitions.
- Analysis and consulting advice for existing applications to achieve iterative goals or expanded use beyond original designs or product intent.
- Graphic design services and expertise to produce software deliverables for engineers.

Sesame Street July '09 - April '17 New York, NY

- Actor/puppeteer for producers of *Sesame Street* television series.
- Performed in television, web, industrials, commercials, live appearances, games and audio recordings as the character "Ernie."
- Work necessitated being a "jack of all trades" - acting, comedy, improv, puppetry, singing, writing, directing, character development.
- Required being an extremely high-functional problem solver, a quick study of new situations (social and technical), and a rapid-fire ability to recalibrate to any situation.
- Required a very high degree of empathy in dealing with sensitive issues related to the education and nurturing of young minds.
- Required a strong dedication to being a team player, and the ability to commune with the work of different departments to carry projects forward and achieve goals.

 www.billybarkhurst.com

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Education

Associate of Applied Science: UX Design
Austin Community College
Jan '19 - May '21

Skills

User flows, task analysis,
Interaction Design, UI Design,
Wireframing, Prototyping,
Graphic Design (10+ years)

Tools

Photoshop, Illustrator,
Sketch, Figma, InVision,
XD, Dreamweaver

Personal

Hawaiian-born
Visual arts and film music fanatic
Lover of cats, dogs and 80's kitsch

Selected Projects

ACC UX Hotzone

Task analysis and ideation project for messaging/repository app to aid in organizing and delivering student resource material. Performed interface design, interaction design of varying fidelity to satisfy user and stakeholder goals.

UX Tools

Conducted research for development of app to aid in student planning. Conducted and transcribed detailed interviews, evaluated feedback and synthesized data content for group analysis.

MaMA: The Maternal Monitoring App

Provided research, conceptual and product design assistance to the development of an award-winning, nationally-recognized app for remotely monitoring pregnant women and women at risk for domestic violence.