Billy Barkhurst
UX / Product Designer
|| Concept Creator

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Profile

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 10 years experience in graphic and visual design.

Design:
- User flows
- Mockups
- Visual design comps
- Visual presentations
- Interactive prototypes
- Adobe and Sketch
- Style guides
- Sitemaps

Prototyping:
- Invision
- Sketch
- Adobe suite
- Model-making
- Wireframes
- HTML/CSS

Research:
- Interviews
- Persona evaluation and analysis
- Task analysis, theorization and experimentation

Qualities:
- Personable
- Outgoing
- Detail-oriented
- Flexible
- Naturally welcoming of unconventional ideas

Education

Austin Community College (2019 – present)

In progress. An accredited, two-year UX Design program specializing in Design Ideation and Research, Visual Design and Product Design; User-Centered Design, User Interface Design and Interaction Design; User Research and Testing; and HTML/CSS.

Case studies/class projects

I have complete or in progress several case studies or class projects, including two intensive user design projects from the last two semesters.

Read Well Reviews (User-Centered Design)

Visual redesign of existing website to improve navigation and wayfinding. Conducted content audit, card sort; created and/or conducted sitemap, tree tests, navigation wireframes, user testing, mid-fidelity prototype. Created fully detailed, high-fidelity clickthrough prototype.

ACC UX HotZone (User Interface Design)

Messaging/repository app to aid in organizing and delivering student resource material. Ideation, sketching, mid-fidelity prototyping, user testing and feedback, visual design and high-fidelity clickthrough prototype.

UX Tools (User Research)

Conducted research for development of UX Design app to aid in student planning. Conducted and transcribed detailed interviews, evaluated and prioritized feedback by beliefs/goals/feelings/tasks, and synthesized data content for group analysis.