James Hernandez

User Experience | User Interface

☐ 956.453.1900

✉ jameshdzdesigns@gmail.com

📍 Austin, TX

I bring a teaching perspective and creative problem-solving approach to create interactions and experiences people love to use. Persistence, curiosity and an obsessive attention to detail define me. With a background in teaching, and experience as a digital designer and developer, I excel in communication and competent in all aspects of the design process.

Experience

UT UX/UI Bootcamp   June '19 - Present
Responsible for project-management, design, prototyping and front-end development individually, and in a team, working on web and mobile applications for numerous projects and clients.

McCallum High School / CTE Teacher   Aug. '17 - Present
Solely responsible for molding the minds of the future and prepare them for a path in college and career readiness by teaching them hard-skills using related software and crucial soft-skills like communication for a successful career in graphic design.

J. Economedes High School / CTE Teacher   Aug. '11 - June '17
Built the video game design program from the ground up, for Edinburg CISD, by writing lessons and curriculum, teaching students the skills to be successful, and sponsoring a SkillsUSA club which garnered multiple wins in video game design and web design.

Education

UX/UI Bootcamp   June '19 - Present
The University of Texas at Austin

Bachelor of Arts Mass Communication   Dec. '10
The University of Texas-Pan American
Specializing in Advertising/Journalism/PR
Graduated Cum Laude with GPA 3.59/4.0

Skills

User-centered Design,

User Research, Sketching,

Wireframing, Storyboarding,

UI Design, Usability Testing,

Rapid Prototyping

Programming

HTML5, CSS3, Javascript

Tools

Illustrator, Photoshop, XD,

Invision, Sketch, Slack, Trello,

Premiere Pro, After Effects

Selected Projects

Packstr (Travel Mobile App)
Performed ideation, sketching, wireframing, and interface design. Conducted user interviews and usability tests. Numerous protoypes of varying fidelity, were created to test assumptions and concepts based off of user tests.

Save An Angel (Responsive Website - Client)
With a team, performed brainstorming and sketching. Conducted secondary research and heuristic evaluations. Created personas, user flows, and scenarios. Created high-fidelity screen designs and iterated based off of user tests and client input.