



# John Carter

Product Designer // Creative Technologist // Team Leader

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## OBJECTIVE

For over a decade I have been building quietly on the principles that got me started. Hard work, simplicity, ambition and integrity. My goal is to put my roots down and continue to grow with an organization that shares these same fundamental values.

## Skills

Storyboarding

Wireframing

Prototyping

Design Systems

UI Design

Interaction Design

Front-End Development

Mentorship

## Tools

Sketch

Invision

Flinto

Zeplin

Adobe CC

VSCode

DSM

JIRA

Confluence

**RMS —** *Denver, CO* 10/2018 - Present

### Product Designer III

- Review Product requirement documents and create lo-fi sketches.
- Maintain a strong feedback loop with the product teams and iterate on new features.
- Design hi-fi prototypes of new feature concepts and present to stakeholders.
- Deliver high resolution, pixel-perfect prototypes to product and development teams.
- Work with TPM's to write detailed and informed UX user stories for the designers.
- Add new components and help maintain the RMS(one) Design System in Sketch & Invision.
- Evangelize design within the RMS organization.

**P2 Energy Solutions —** *Denver, CO* 01/2018 - 10/2018

### Product Design Lead

- Leading design and helping manage the development of P2's DSL.
- Responsible for the rapid prototyping of all lo-fidelity and hi-fidelity designs.
- Redesigned all of P2's products from P2's legacy system using the new Design System.
- User research, building lean user-personas, A/B testing, and user-interviews.
- Work with TPM's to write detailed and informed UX user stories for the designers.
- On-site user-testing and conducted interviews of P2's users.
- Evangelize design within the P2 organization.

**Member(Dev) —** *Denver, CO* 02/2017 - 01/2018

### UI/UX Engineer

- Conducted research, user-personas, affinity mapping and rapid prototyping.
- Delivered pixel-perfect designs to stakeholders, product, and development teams.
- Worked with Product teams to write detailed and informed UX user stories for the designers.
- Created cohesive design artifacts, while working closely with other teams.

**TransitionPowerfully —** *Denver, CO* 02/2016 - 02/2017

### UI/UX Engineer

- I was responsible for all end-to-end design concepts and solutions.
- Designed initial solutions, wire-frames, and sketches for all new features.
- Pixel-perfect UI designs using googles material design standards.

**Historically Modern Designs —** *Denver, CO* 01/2015 - 01/2016

### UI/UX Designer

- Designed marketing campaigns generating a 22% conversion increase in the first month.
- Created cohesive design deliverables for effective communication with product teams.
- Designed initial solutions, wire-frames, and sketches for all new features.


**Glendale Dental Designs —** *Denver, CO* 01/2014 - 01/2015

### UI/UX Designer

- Created cohesive design artifacts to present to stakeholders and front-end dev teams.
- Rapid prototyping of low and high fidelity interactive prototypes and wireframes.
- Used HTML, CSS, Bootstrap, data structuration and coding patterns.

## EDUCATION

### B.A. International Business

- University Of Colorado, Denver, CO
- Activities: CU Design Talks. 
  - Graduated with honors 2014

## CONTINUED EDUCATION

### Treehouse - Human Computer Interaction

- Treehouse Online, Denver, CO
- UX & Interaction based courses.
  - 4.0 GPA