

"For more than 5 years I have been building quietly on the principles that got me started, simplicity, collaborative thinking, and hard

Skills

Design

Personas

Storyboarding

Wireframing

Prototyping

Design Systems

Visual Design

Flow Charts

Development

Personas

Storyboarding

Wireframing

Prototyping

Design Systems

Visual Design

Flow Charts

Tools

Sketch

nvision

Marvel

Zeplin

Flinto

Principal

DSM [Invision]

IOHN CARTER

Product Designer // Creative Technologist // Forward Thinker.

Denver, Colorado.

CartersCode.com

303Visuals@gmail.com

As a Product Designer, I ship software using a Scaled Agile approach (SAFe) throughout cycles of ideation, prototyping, and user testing. The most valuable question I ask is "why" as I hone in on user needs and business requirements. In addition to product design, I have led the creation of P2's Design System Language and advised the overall design direction for all of P2's products.

WORK EXPERIENCE

1/2018-Present

P2 Energy Solutions Product Designer

- Leading Product design across all of P2's product offerings.
- Manage and maintain the development of P2's UI kit.
- Executing initial concepts, wireframes, design, a/b testing, user interviews, and user testing of P2's applications.
- Collaborating with all teams involved in product development across the country. I am the main point of contact for engineers handling questions relating to all of our products UI.
- Managing all aspects of P2's Design System, Including building and maintaining all of P2's artifacts in Invisions DSM.



3/2017 - 2/2018

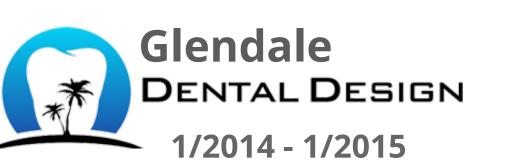
- Leading Member(Dev) Product design team and helping manage the company DSM creating a reuseable component library in Sketch.
- Extensive user-research and client interviews, running A&B tests with various user samples across all products.
- Maintained company repositories and version control using Git & GitHub, committing clean, reuseable code to 50+ company projects.
- UI design using Sketch & created clickable prototypes in InVision & Flinto.
- Designed high fidelity Prototypes and wireframes for 35+ web and mobile applications...



- Conduct user research and built out strong user personas based on user serveys, pain points and reocurring themes.
- Ideating & white-boarding, with other UX design team members.
- Providing art direction creating styleguides and patterns.
- Create cohesive design deliverables, including wireframes and UI designs presented for clients, stake-holders, product & engineering teams.
- Build requirements documentation with other engineers and designers.
- Take a holistic approach to every project & guide the overall visual and experience design of the product.



- Work with product management to create and develop mock-ups to establish user interface direction and innovation.
- Collaborate with the Lead Product Designer, UX designers, Developers, and Product Managers to create new digital products and iterate on existing ones.
- Work closely with fellow designers, product managers, and engineers to identify
- Collaborate with the design and product management teams to create work that complements strategic product direction.
- Take a holistic approach to every project & guide the overall visual and experience design of the product.



UI /UX Designer

opportunities and provide cross-departmental feedback.

- Conduct landscape and user research including data analysis, using Full Story and Google Analytics.
- Collaborate with the Lead UX designers, Developers, and Product Managers to create new, exciting experiences and iterate on existing features.
- Conducted useability testes, heuristic evaluations and benchmarking on applications.
- Collaborate with the design and product management teams to create work that complements strategic user experiences direction and focus.
- Create strong UI designs in sketch based of teh wireframes created by the UX team

Education

2/2012 -12/2014. **University of Colorado, B.A. International Business.**

CFL1

SAFe [Scaled Agile Framework]

Certifications

2/2017-Present.

Treehouse, Software Engineering - Angular Focus