

# Kyle Abarquez

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## Personal Statement

A highly organized individual passionate about designing and creating interactive digital products with a comprehensive user-centered design process. Starting from user research and ending with beautiful pixels. Seeking a position to build upon a deep interest in usability, design, and aesthetics.

## Skills

- Responsive Web Design
- UI Design
- Interaction Design
- Front-End Development
- Graphic Design
- SVG Art / Animation

## Technologies

- Adobe Illustrator
- Adobe Photoshop
- Adobe After Effects
- Sketch App
- Principle, Flinto
- HTML, CSS, Javascript

## Experience

**Mar. 2019 - Present**

### Motion Graphics Designer

Working within Apple Motion to design animated video plugins, titles, lower thirds, and more for use within Final Cut Pro.

**Pixel Film Studios  
Aliso Viejo, CA**

**2017 - Current**

### Freelance Designer & Web Dev.

Design and development of various websites and mobile applications.

**Freelance Work**

**2015 - 2017**

### English Second Language Instructor

English teacher for 2 elementary schools in Mito, Japan. Taught 30 classes per week (K-6) in addition to time spent lesson planning and material construction.

**Ibaraki Prefectural Government, Japan**

## Education

**Feb - Aug 2018**

### UX/UI Bootcamp Completion

User research, testing, user-centric design, front-end development & more. Worked with team members to create projects starting from research leading to coded prototypes.

**University of California,  
Irvine - Dept. of Continuing  
Education**

**2011 - 2015**

### BA in Studio Art

Design fundamentals, art theory, and traditional art mediums such as painting, drawing, photography, and sculpture.

**University of California,  
Irvine**