Robert Smith

Jr. UI UX Designer

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SUMMARY

Self-disciplined and meticulous User Interface (UI) and User Experience (UX) Designer with 5 years of professional experience. Possesses strong analytical and User-Centered design skills to create holistic solutions that are functional and research-driven. Produces pixel-perfect visuals and includes usability heuristics into practice. Performs productively in working multi-task and eager to learn.

SKILLS

Designer, UX Designer, UI Designer.

WORK EXPERIENCE

Jr. UI UX Designer

ABC Corporation - June 2010 - April 2012

- Greeted all employees, patients, contractors at the hospitals single point of entry.
- Administered required health questionnaires to employees, patients, contractors utilizing a provided health screening questionnaire
- · Distributed PPE to employees, patients, contractors as outlined by hospital policy.
- Enforced visitor control as outlined by hospital policy.
- Assistance and teaching daily living and other skills
- Assisted in the classroom and other/training areas
- Transported clients to activities, classes, and appointments

UI UX Designer

Delta Corporation - 2008 - 2010

- Provided design direction for Razer gaming peripherals Software User Interface & Description of the Experience.
- Collaborated in the UI and UX designs of the Razer Switchblade.
- Worked with global gaming brands such as Disney Tron, Blizzard (StarCraft II and World of War Craft), and Star Wars The Old Republic.
- Designed online marketing collaterals to drive global product launches, marketing and sales.
- Intense project management skill acquired from working parallely with numerous time sensitive and cross-departmental projects.
- Provided design direction for Razer gaming peripherals Software User Interface & Experience.
- Collaborated in the UI and UX designs of the Razer Switchblade.

EDUCATION

Diploma