Graham Grimaldi

Digital designer & developer

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Skills

User experience, user interface design, web design, information architecture, wireframing, front-end development, rapid prototyping

Tools

Sketch, Adobe Creative Suite, Axure RP, Balsamiq, InVision, Zeplin, MindNode, HTML5, CSS, SASS/LESS, jQuery

Experience

UX Designer at Primacy Feb 2017 - Aug 2017

- Worked closely with management, engineering, and product teams to help understand and identify user needs and create elegant solutions
- Created wireframes, prototypes, user journey maps, and content audits to help foster an efficient and effective design process with clients

UI Designer at TicketNetwork Jan 2015 - Feb 2017

- Worked with product development teams to create new products, features, and re-designs
- Captured design requirements by creating wireframes, mockups, prototypes, and style guides

UI/UX Designer at Hitlist Oct 2014 - Dec 2014

- Conducted usability testing and defined product strategy
- Delivered wireframes, prototypes, and visual mockups