



I am a product designer, UI/UX designer, and front end developer. Having a background in design as well as front-end development has helped me develop my skills and knowledge with HTML/CSS, JS, and optimizing usability.

I have a firm understanding of how design techniques are implemented on the web which allows me to not only work quickly, and efficiently but make wise decisions that further my work. I love to create intelligent designs and can turn full design comps into working UI's quickly and efficiently using the latest HTML/CSS standards. Even though I have a background in Graphic Design I'm not only concerned with aesthetics. Functionality, performance, and flow are just as important to a well developed project.

I work well with others, but am very capable of working by myself. My desire to learn leads to excellent productivity, and I will be able to be someone that you will come to count on and love to work with.

I am available to set up an interview at a mutually convenient time. Thank you for your time and consideration, I look forward to meeting you.



OBJECTIVE

Committed to providing high quality work while maintaining artistic integrity. Comfortable working within a group setting, as well as taking the lead. Developing unique and creative solutions that push innovation forward.

EMPLOYMENT

DEC 2016 - CURRENT
FIVE9

Product Designer working within the Product Management organization as an integral part of the entire product development cycle – from brainstorming and prototyping product ideas, all through the launch and user testing with the actual customers. I oversee the overall UX of multiple Five9 products.

JUN 2010 - CURRENT
EIGHTYEIGHT

Owner and operator providing freelance UI/UX design, front-end development, illustration and other creative services. Designing and developing fully responsive websites using current HTML/SCSS/JS standards. Optimizing sites for all devices.

JUN 2014 - FEB 2017
SLOWVOICE

Lead UI/UX Designer, developing BI SaaS. Hybrid role, responsible for researching user flows within the application as well as leading team in major UI/UX decisions. Creating full fidelity page comps, and turning them into working page templates with HTML/SCSS afterward.

FEB 2014 - MAR 2015
GS&F

Interactive Producer. Responsible for HTML/CSS/SASS/JS as well as wire frames and pixel comps of proposed websites for clients. Experience working within CMS's such as Umbraco(.NET), Wordpress and ModX. Using NODE.js for project preprocessors (ie.Gulp, Grunt, etc.).

SEP 2013 - FEB 2014
DANIEL BURTON
DEAN

Interactive Developer / Designer. Responsible for leading establishment of UI/UX for web projects. Worked on the full life cycle of websites going live.

JULY 2011 - SEP 2013
RTM PRODUCTIONS

Interactive Designer / Developer. Used HTML/CSS/JS, created site map/content hierarchy, wire frames, and UI/UX design. Also lead optimization of ads, designed promotional material. Responsible for UI for apps, responsive web pages, and logos.

EDUCATION

2005 - 2011

BFA Major Graphic Design, Minor Interactive Design
Middle Tennessee State University

SKILL SETS

SOFTWARE

ADOBE Creative Cloud, GitHub, Transmit, Sequel Pro, MS Office, Sketch, InVision

LANGUAGES

HTML / CSS / Sass / JQUERY / JS / GIT / JADE / HAML /
NODE.js / GULP / GRUNT / HARP / PHP

INTERESTS

I commit myself to staying current with typographical trends, UI design and illustration. I also continue to dive deeper into the world of web development, researching best practices and implementing modern solutions.

REFERENCES

Available upon request