

David Sutton

UX Research and Experience Design
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PROFILE

Creative problem-solver with an established technical background. Hands-on, proactive, self starter, passionate about technology and creating digital experiences that users find functional and delightful. Motivated to take on new work in fast paced environments and capable of managing multiple projects, from conception to execution, with shifting priorities.

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

Concentrations: UX Design and Web Design & Development

RELEVANT COMPETENCIES

- HTML, CSS, Javascript, PHP, XML, Wordpress, Bootstrap, Jekyll, Markdown, Agile iterative development.
- Sketch App, Axure, InVision, Photoshop, Adobe XR, Balsamiq, UXPin, OmniGraffle
- User-testing, Quality Assurance (QA), UI/UX, Responsive Web and UI design, UX Research, Storyboarding, and Wire-framing, Interaction Design (IxD), interactive prototypes, Brainstorming/Ideation, Information Architecture

EMPLOYMENT HISTORY

B2B SOLUTIONS DESIGN SPECIALIST

2010-PRESENT

VERIZON PARTNERS

- Coordinate cross-disciplinary discovery efforts to find key business challenges and validate strategic opportunities.
- Translate client and business requirements into a solution, and propose solutions to key stakeholders.

CONSULTANT IN UX AND SOFTWARE DEVELOPMENT

2013-2017

XEROX – UI/UX INTERACTION DESIGN

2015-2017

UI/UX Interaction Design Specialist at Xerox in Webster, NY in the Experience Design Group

- Contribute to the conceptual and stylistic direction of multi-platform UI while providing a best-in-class experience.
- Translate client/business requirements and research/testing data into design direction and relevant documentation.
- Maintain overall UI quality, documentation, and design systems for consistency, compliance with Accessibility and Usability Standards, and ongoing improvement across multiple platforms.
- Work directly with front-end developers to implement responsive and scalable user interfaces and ensure the technology fully executes on the vision and requirements.
- Collaborate with department heads, faculty, staff, and other project leaders in a team-based environment and at an individual level to develop, communicate, and facilitate a comprehensive approach to cross-platform design.

APPLE – UI/UX DEVELOPER

2013-2014

UI/UX Consultant at Apple Inc. in Cupertino, California.

- Lead design and development of new products, rapid prototyping and web applications development
- Represent business requirements and the needs of users, clearly communicating strategic and conceptual ideas, detailed designs, and design rationale both verbally and visually.

CERTIFICATIONS, ASSOCIATIONS & PEDAGOGY

IDEO'S "HUMAN-CENTERED DESIGN" CERTIFICATION

Leading a Culture of Innovation, Brainstorming and Product Testing, Prototyping, Ethnographic Research

LUMA INSTITUTE'S "INNOVATION THROUGH USER-CENTERED DESIGN"

Implementing the core concepts of human-centered design to effect social change.

UPSTATE UX, CRASHTEST

Founded UpstateUX and Crashtest for designers and developers to learn, teach & collaborate on iterative testing and design.

ROCHESTER INSTITUTE OF TECHNOLOGY, NATIONAL TECHNICAL INSTITUTE OF THE DEAF

Taught Courses on UI/UX, Web Design and Development, Iterative user-centered design prioritizing user acceptance testing.

BALTIMORE SCHOOL FOR THE ARTS

Currently Teaching Courses on Programing for Interactive Digital Experiences.