David Sutton

admin@dasut.net (585) 298-0769

https://dasut.github.io

Bringing User-Centered Design principles to UX, Product Design and Software Development. Proud product of Rochester Institute of Technology, Apple and Xerox.

Education

Bachelor of Science

Rochester Institute of Technology 2015 Education focused on User Interface design, user-testing for user-centered iterative design practices.

Concentrations:

- Web Design and Development
- Interaction Design, User Experience

Technical Proficiencies

Web:

Programming and Scripting:
Git, Python, Javascript, JQuery, Ruby, PHP
UX and Interface Design:
PhotoShop, Illustrator, Indesign, Axure, inVision, Sketch App, Balsamiq

Recent Work Experience

Xerox Corporation

UI/UX DESIGNER

June 2015 - Present

- Hired via Comforce as UI Design specialist at Xerox in Webster, NY in the Experience Design Group.
- Project Management, Visual and Information Architecture Design.
- Integrating user-centered design principles into product design.

Apple Inc.

SYSTEMS ENGINEER - UI/UX DESIGN

June 2013 - January 2014

- Hired by Infosys Ltd. to be a consultant at Apple Inc. in Cupertino, California.
- UI/UX design and web development.

Web Design and Development

June 2010 - January 2014

 Independent operation, creating and managing large web design and development projects for multiple companies in the Rochester area.

Independent Experience

Upstate User Experience Group

Founded UpstateUX.com for User Experience professionals in Upstate New York to meet for events, conferences, mentorship opportunities, networking and general professional development. Very active and currently expanding. Partnerships with tech recruitment agencies in Rochester as well as UXPA, IXDA, Girl Develop It and Albany UX Group.

Luma Institute's "Innovation through Human-Centered Design"

Educated in the Luma Institute's program on practices for innovation in human-centered design. Trained all the way through the advanced HCD courses, qualifying as an instructor and facilitator of the Luma's courses and putting their techniques into practice in cross-departmental teams.

Topics include: Leading a Culture of Innovation, Brainstorming, Problem Framing, Rapid Iteration and Product Testing, Prototyping, Ethnographic Research, User-testing and Interpretation.