




TYLER REILLY

UX / UI DESIGNER

CONTACT

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 <https://www.behance.net/tylerreilly3>

SKILLS

Design Thinking & Problem Solving

Interaction & Visual Design

Wireframing & Prototyping

User Research & Analysis

WORK

Captain of Staff

The Vineyard Caterers 2019 - Present

Oversaw all aspects of event logistics, including venue preparation, vendor coordination, and staff management to ensure event success and client satisfaction

Freelance Photography

TylerReillyPhotography 2019 - Present

Managed all aspects of the freelance photography business, including client communications, scheduling, budgeting, and invoicing, ensuring smooth project delivery and client satisfaction.

COMMUNITY SERVICE

150+ Hours

Completed over 150 hours of community service while managing a full-time academic schedule, demonstrating strong time management and a commitment to community involvement. Contributed to various initiatives, showcasing dedication and a sense of responsibility.

PROFILE

"Hi. I am Tyler Reilly, a UX designer. Coming from a photographic background, I have developed an attention to visual details so that each interface becomes beautiful and functional at the same time. Having worked in customer service, I speak from the position of a user and know what is desired or necessary for digital products. I am passionate about using these skills to design solutions in order to heighten user satisfaction and engagement, while being perfectly aligned with the goals of your team.

EDUCATION

CareerFoundry

UX Design Bootcamp

June 2024 - Present

- **End-to-End UX Process:** Trained in the complete UX design process, from user research to high-fidelity prototyping.
- **User Research & Testing:** Conducted user interviews, surveys, and usability tests to inform and refine design decisions.
- **Wireframing & Prototyping:** Created wireframes and interactive prototypes using industry-standard tools like Sketch, Figma, and Adobe XD.
- **Visual Design:** Developed a strong understanding of visual design principles, including color theory and typography.

Rochester Institute of Technology

BFA Photographic & Imaging sciences

2020 - 2024

- **Visual Communication:** Developed a good basis in visual communication, such that I can create user interfaces intuitively and in an aesthetically pleasing manner.
- **User-Centered Design:** Developed skills to see how visual elements impact the user experience and guide design decisions that enhance usability and engagement.
- **Attention to Detail:** I polished my detail-oriented eye through strenuous coursework in photography, ensuring design elements are precise and consistent.
- **Storytelling through Design:** Learned to craft visual narratives that resonate with users—a skill that translates to crafting user journeys that are both compelling and functional.
- **Technical Proficiency:** Developed proficiency in photo editing software, like Adobe Photoshop, and Lightroom, which translates directly to UX design tools like Sketch, Figma, or Adobe XD.