



# LAWRENCE HUEY

UX DESIGNER

## INTRODUCTION

Hi there! I'm Lawrence and I love creating environments and experiences where people feel considered and valued. UX Design to me is like entering a house where you instantly feel at home.

Not only do you know where to go, but more importantly, you feel like that house was warmly made for its guests.

## UX SKILLS

User Research  
Information Architecture  
Wireframing  
User Interface Design  
Prototyping  
User Testing

## TECHNICAL SKILLS

HTML5  
CSS  
JavaScript  
Sketch  
InVision

## CONTACT DETAILS

Number: 415.994.3032  
Email: lawrence@yellowandbrown.net  
Website: www.lawrencehuey.com  
Address: 6435 Green Valley Circle, Unit 316  
Culver City, CA 90230

## CAREER PROGRESSION

### UX DESIGN MANAGER

*Google, 2022-2025*

- Innovative problem solving solutions.
- Work with other directors and managers from various departments.
- Oversight for UX team, Team Leads, and mentor for UX Designers.

### SENIOR UX | UI DESIGNER

*Ring, 2020-2022*

- Analyzed UX problems and created on-brand design solutions.
- Collaborate with designers within the Ring/Amazon group.
- Mentor for UX Designers

### UX | UI DESIGNER

*Popdog, 2019-2020*

- Work with Designers, Engineers and Product Managers to define interface and user requirements.
- Work with UX design teams to place components, design features and build content strategies.
- Develop testing and validation strategies.

### LEAD PASTOR

*Epicentre West Los Angeles, 2012-2019*

- Partnered with company on branding and web design.
- Conducted surveys for congregation and built a high feedback culture for ministries and programs.
- Created a guest-focused Sunday Service experience.
- Provided pastoral counseling including but not limited to marriage, grief, career exploration, & family.
- Content creation for Sunday services a small group curriculum.
- Deliver story-based presentations on a weekly basis. Trained others into speech communications.
- Created and integrated organization messaging throughout organizational structures and departments.
- Developed metrics for an industry that is typically hard to measure progress.

## ACADEMIC BACKGROUND

### CAREER FOUNDRY

*UX Design (2019)*

- A 6-month intensive course for UX designers, specializing in UX fundamentals and methodology, data and research-driven approaches to design, as well as prototyping, wireframing and website optimization.
- Created user interviews, prototypes & wireframes, user testing, and presentation of Vocapp, a vocabulary app for iOS and Android.

### FULLER THEOLOGICAL SEMINARY

*M.A. in Theology & Pastoral Ministries (2005)*

### UNIVERSITY OF CALIFORNIA DAVIS

*B. A. Psychology (2001)*

*B. A. Communications (2001)*

# Future Portfolio

## Bluecart

Project: I worked as an UX Designer to recreate an APP that was user friendly and intuitive for wholesale and retail businesses.

## Microsoft

Project: I worked as an UX Designer to bring the new Windows OS to the next level. I helped discover what was working against Microsoft in their current OS and developed a completely new, intuitive and beautiful OS that every user enjoyed.

## Google

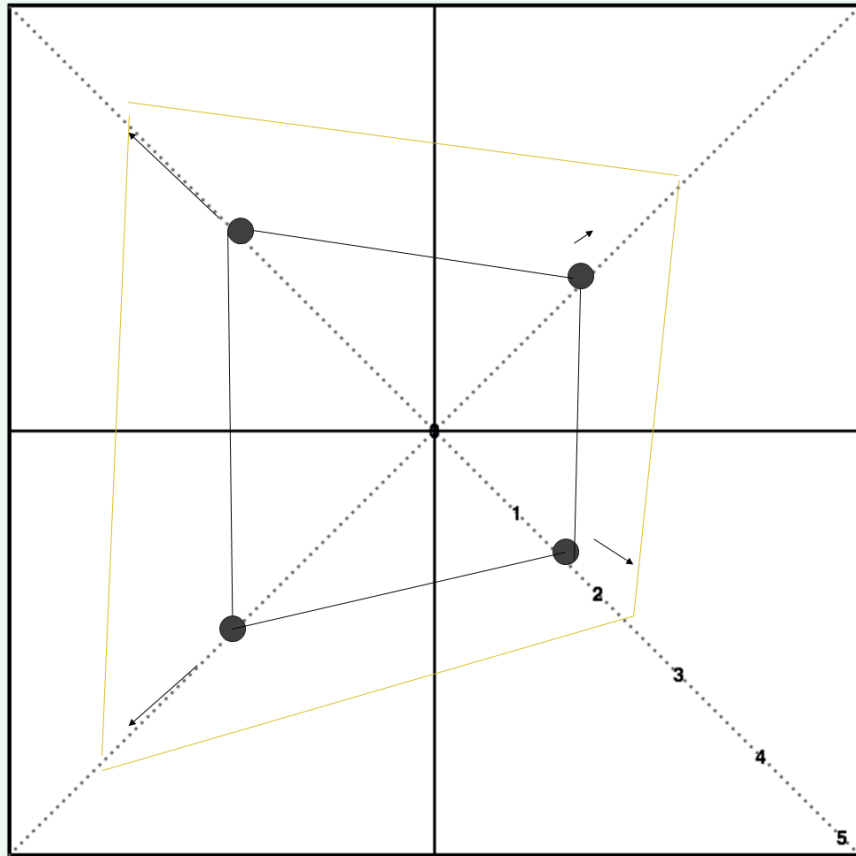
Project: I worked as an UX Designer on a communication web and phone app that would become Google's version of Slack.

## Career Foundry

Project: I worked as an UX Designer helping Career Foundry improve its student experience from onboarding to career placement.

ExS = 3

IxD = 2



UR = 3

IA = 1.5

## Steps to continue education:

1. finished UX Design Career Foundry
2. take UI class Career Foundry
3. Learn CSS and JavaScript basic (book on Amazon)
4. Reach out to some UX professional and learn what they do
5. Ask friend if I can intern or for job opportunity at his company