Alex Wheeler

UI/UX Designer

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General Electric
User Experience Designer - Leadership Program

June 2015 - December 2014

During my time at GE I worked in GE Digital, interfacing with various GE businesses to define, create, and improve user experiences across a wide range of digital products. I was also part of the User Experience Leadership Program, where I got to take on leadership roles throughout the projects I worked on, and help drive high level UX strategy within GE particularly in how UX fits into an Agile environment and how UX meets Cyber Security.

Kinetic Vision
Interaction Designer

August 2014 - December 2014

January 2012 - December 2012

Kinetic Vision has been providing full-service product development services to an international customer base for over 25 years. During my time at Kinetic Vision, I designed, developed and implemented user interfaces for mobile and desktop applications, and created motion graphics for Fortune 500 companies.

ACG Multimedia
Interaction Designer

December 2013 - April 2014

ACG creates multimedia solutions that help clients connect with their customers at a deeply visceral level. During my time at ACG, I designed user experiences and user interfaces for Fortune 500 technology companies. I also created motion graphics, infographics, and animations to drive technology sales.

Avatar Labs
Interaction Designer

May 2013 - August 2013

AvatarLabs is an award-winning, full-service digital agency that leads in innovation, design and technology for Fortune 500 corporate brands and the world's top entertainment companies. I was responsible for asset creation and conforming, user interface design, video editing and motion design. I worked on projects such as Star Trek: Into Darkness, Man of Steel, Elysium, Wolverine, Pacific Rim, and Monsters University.

Executive Education
Stanford University
September 2015
Stanford Graduate School of Business led "From Insights to Innovation", a design thinking Bootcamp at the dSchool. This was an excellent course on design thinking and facilitation.

Education
University of Cincinnati
July 2010 – May 2015
Interaction Design

St. Xavier High School
2006 – 2010
4.00 GPA, top 10%

Skills
Front End, Prototyping
CSS, Javascript, HTML5, C#, AS3, Axure, Hype

UI/UX Design
Adobe Full Suite, Unity, Sketch, Microsoft Office

Interests
Gaming
Making Games
Movies
Esports
Rock Climbing
Food
Hockey
Books

References Available
Upon Request