

Angus Barclay

User Experience Designer and Front End Developer

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New York

I help people understand and solve their problems by incorporating user-centered design techniques like user research, usability testing, prototyping, responsive design, and accessibility design. Skilled in Adobe XD, Illustrator, Photoshop, Shopify, user research, testing, prototyping, and user personas. Strong designer with excellent customer service skills, committed to turning problems into positive experiences and making the world a more user-friendly place.

Skills

User research
Usability testing
Rapid prototyping
User interviews
User flows
User personas and flows
Customer service
XD
Illustrator
Photoshop
Shopify
Photography
Digital illustration
Presenting designs
Implementing feedback
HTML5

Education

UX Design Program

CareerFoundry

May 2020-March 2021

Learned UX skills and strategy by being immersed in a real-world project. Currently learning HTML5, CSS3 and Javascript.

Suffolk County Community College

April 2019-December 2020

Coursework in math and science.

SUNY NEW PALTZ

Digital Media Productions

Aug 2014-May 2017

Coursework in audio production, television production, radio and television performance, digital story telling, and writing for digital media.

Experience

Albert Pearlman Inc

July 2019-Present

New York, NY

Took control on a seven-figure job, instructing our crew to focus on one task each and made up for lost time due to unforeseen complications.

Worked with tenants to paint a handrail in an occupied space to ensure that workers would not inhale the harmful fumes by creating a sealed compartment around the handrail and working after hours.

Cancos Tile and Stone

October 2017-July 2019

Babylon, NY

Designed one of a kind kitchen countertop, working with external representatives and other departments to create a functional yet sleek sink that blended seamlessly with the countertops and features a hidden drain.

Created a warehouse inventory system so that we could process more orders through the store and sales employees would be able to easily find orders.

Projects

InkTank

InkTank is a mobile application I designed with the tattoo community in mind. I wanted to help artists connect with more customers and allow people to browse a curated feed of tattoos.

Tools Used: Adobe XD, Usability Hub, Zoom.

QuikStudy

Creating a vocabulary app was my first UX project and served as a learning experience to build my User Experience skills. My objective was to empower people to learn new vocabulary.

Tools Used: Photoshop, Illustrator, Marvel app