

armon naeini

creative technologist & multimedia designer

<https://armonnn.com>

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work experience

UX Designer & Developer

Giide (Boulder, CO)

- Started as intern, promoted to UX designer & developer
- Designed functioning UX prototype solutions for mobile & web implementation, using Sketch, Adobe XD, Figma, Framer, and Invision. Also used ARKit for various augmented reality prototypes.
- Developed the UX solutions using ReactJS and React Native
- Social media, sales & marketing design, designed all graphics found on Instagram page
- Composed app demos for prospective clients, such as Indeed, Harvard Business Review, Anomaly, a16z, & Ogilvy
- Designed & developed email templates

Interaction Designer & Developer

Meow Wolf (Denver, CO)

- Working with team of 12 people to create a full-room installation in the Meow Wolf 2021 Denver exhibition
- Projection mapping development (c++/Kinect)
- Interaction & graphic design
- Microcontroller developer (Arudino)

coursework

User Experience Design

Capstone: Creative Computing in C++

Front-End Development

Physical Computing

Interface Aesthetics

Data Structures

Computational Writing

Ind. Study: OpenFrameworks & ReactJS

Design for Web & Mobile

Intro to Virtual Reality

education

University of Colorado
Boulder

B.S. Creative Tech &
Design

December 2019

technical skill

Design

Full Adobe Creative Suite

Sketch

Invision/Invision Studio

Figma

Framer

Blender

AutoDesk

Development

HTML, CSS, JS

ReactJS & React Native

C++, C#, Unity3D

OpenFrameworks, OpenGL/GLSL

Processing/p5

Arduino

NodeJS

AWS, Lambda

Python

references

Joel Swanson

Professor, University of Colorado Boulder

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Nate Wearin

Product Designer, SpotX

work@natewearin.com

achievements

OA Week Interactive Installation at CU Boulder

openFrameworks Open Source Contributor

Conference